

09/174057

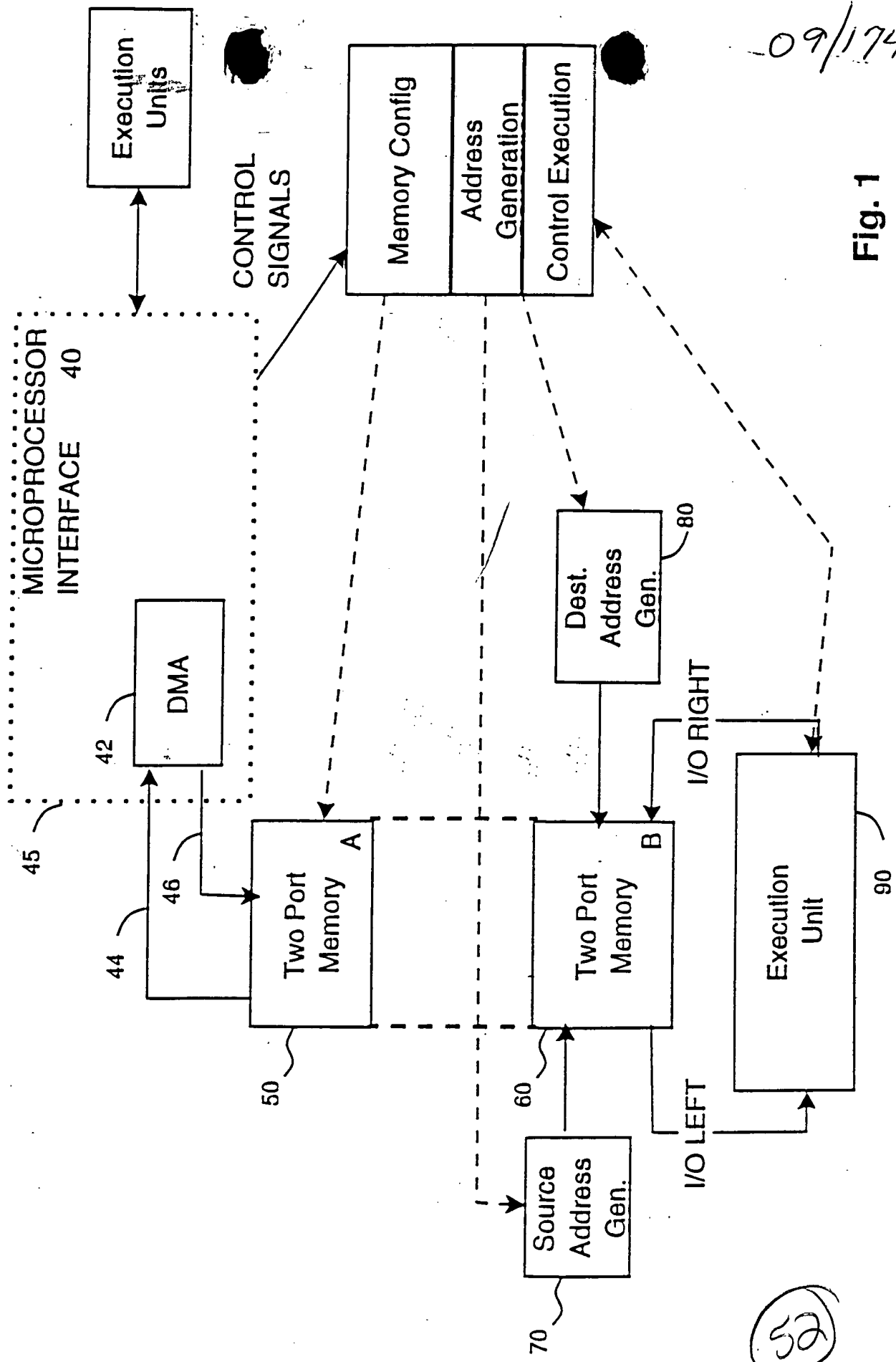


Fig. 1

(52)

09174057-101698

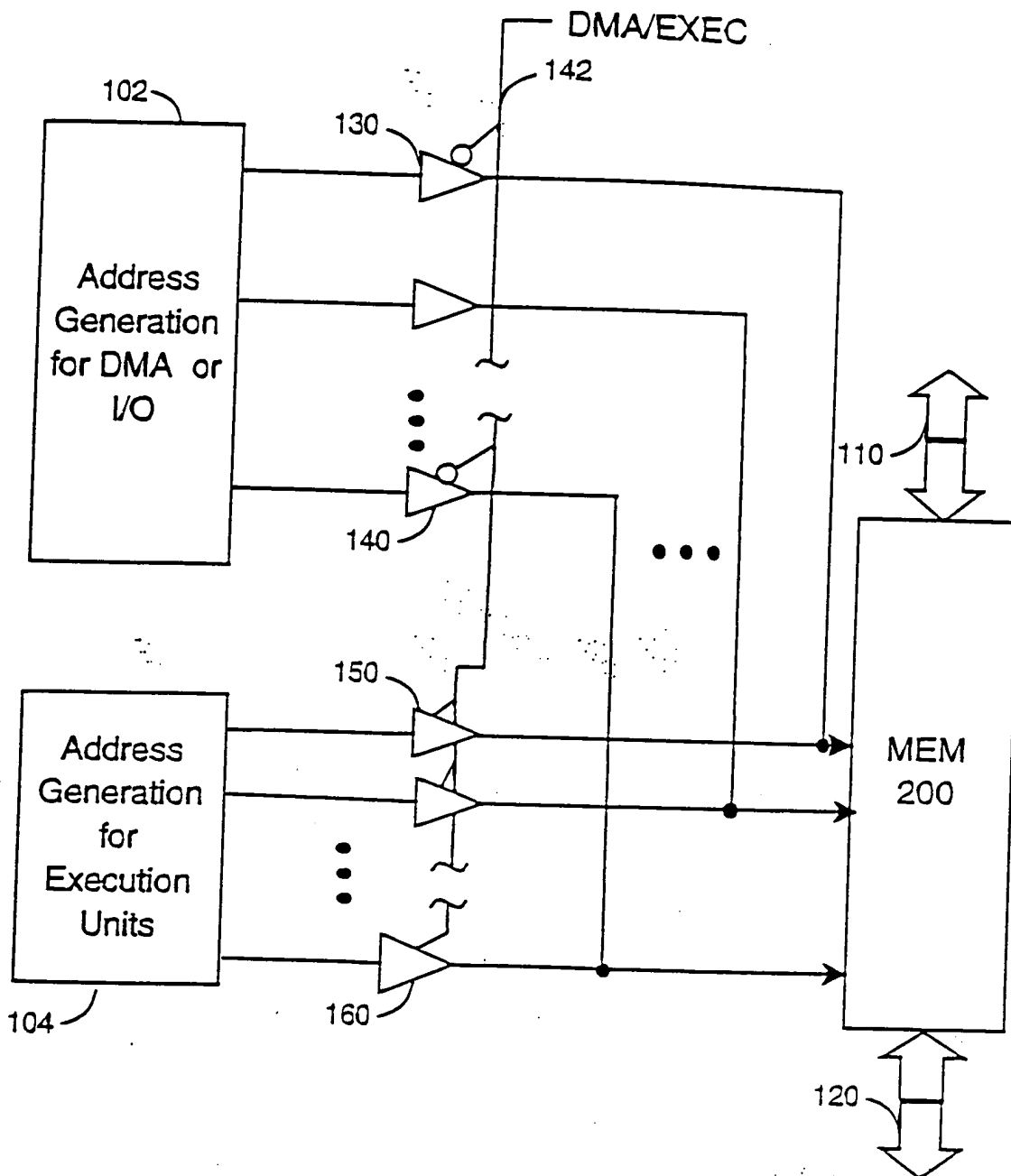


FIG. 2

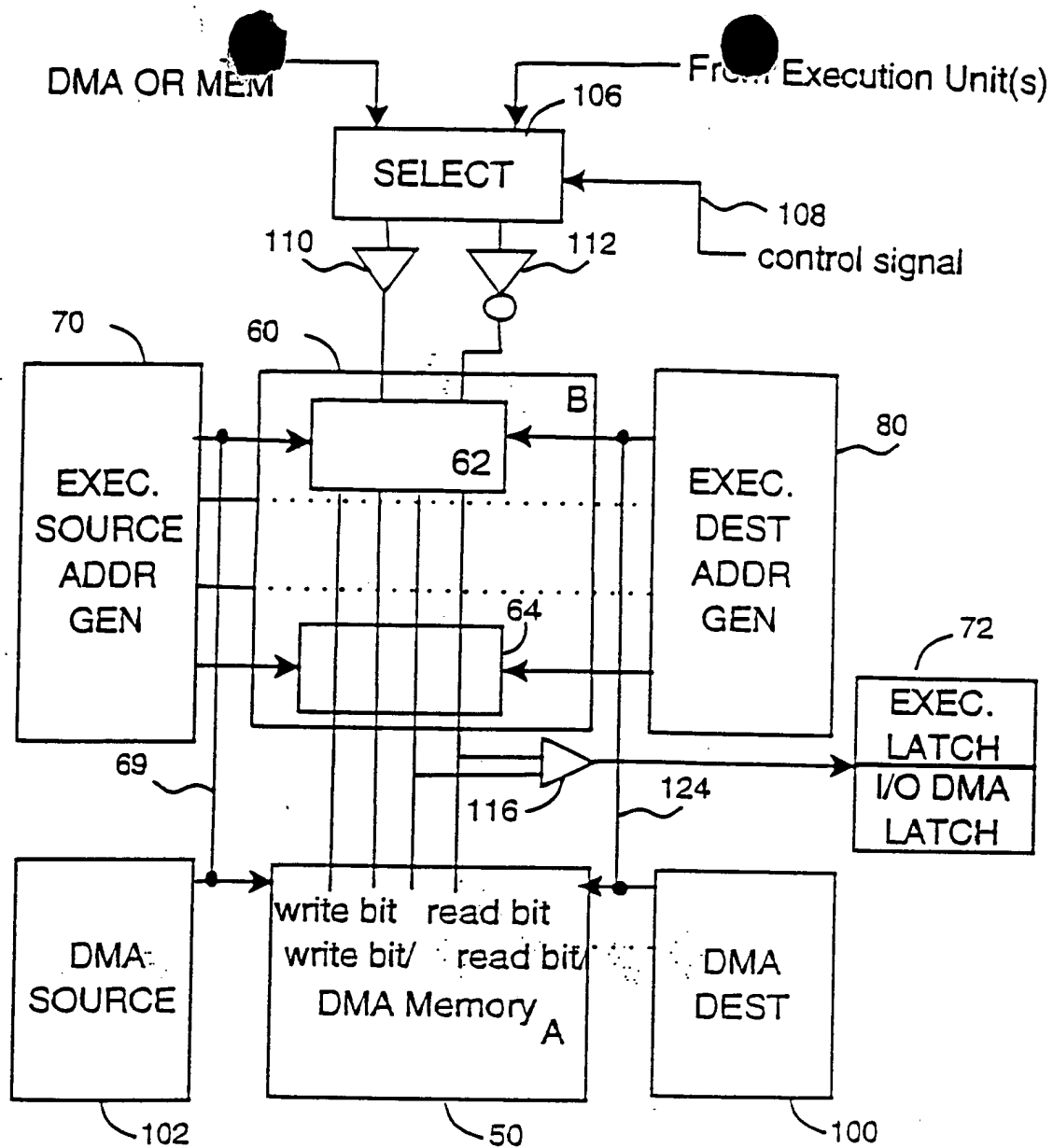


Fig. 3

09174057-101698

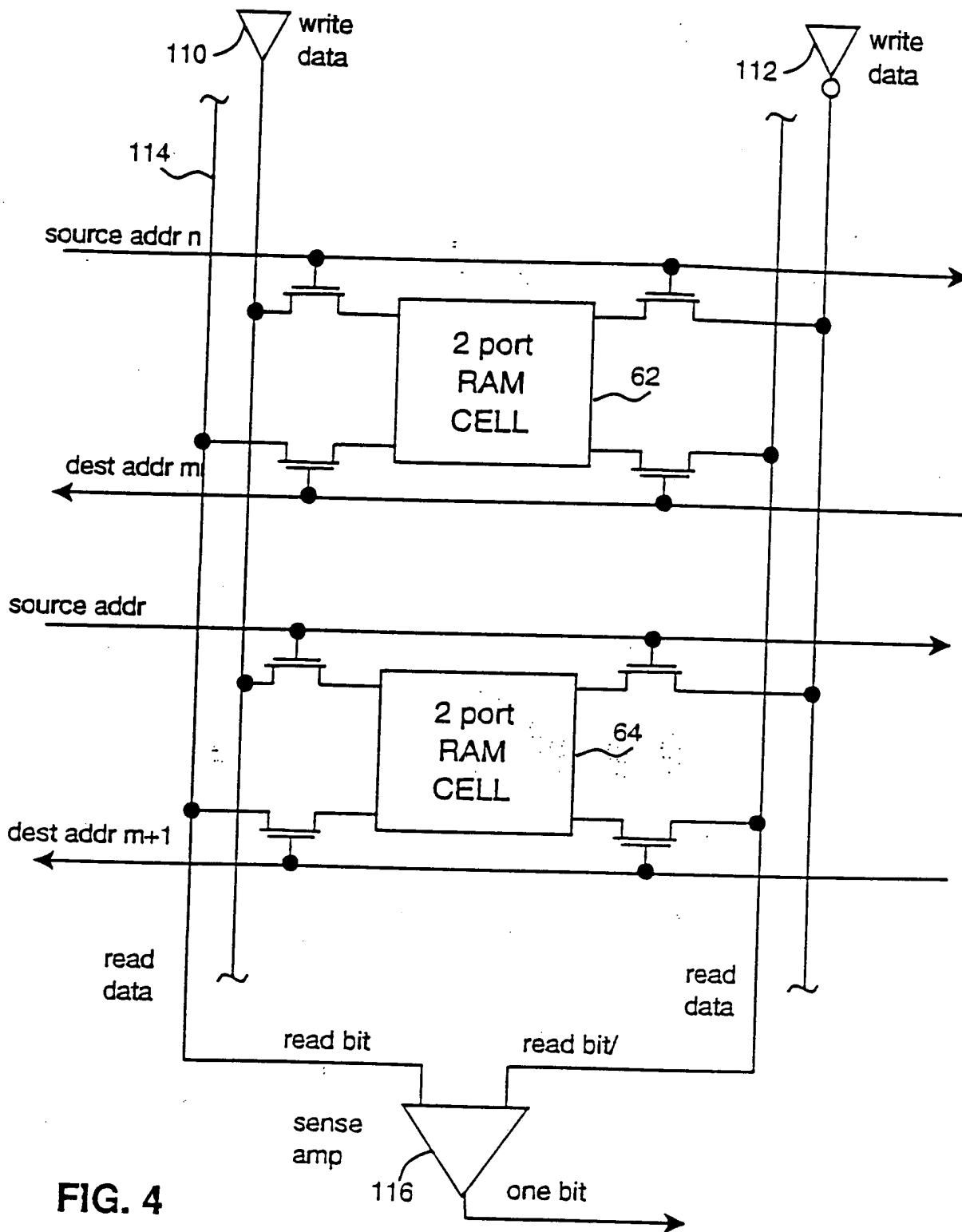


FIG. 4

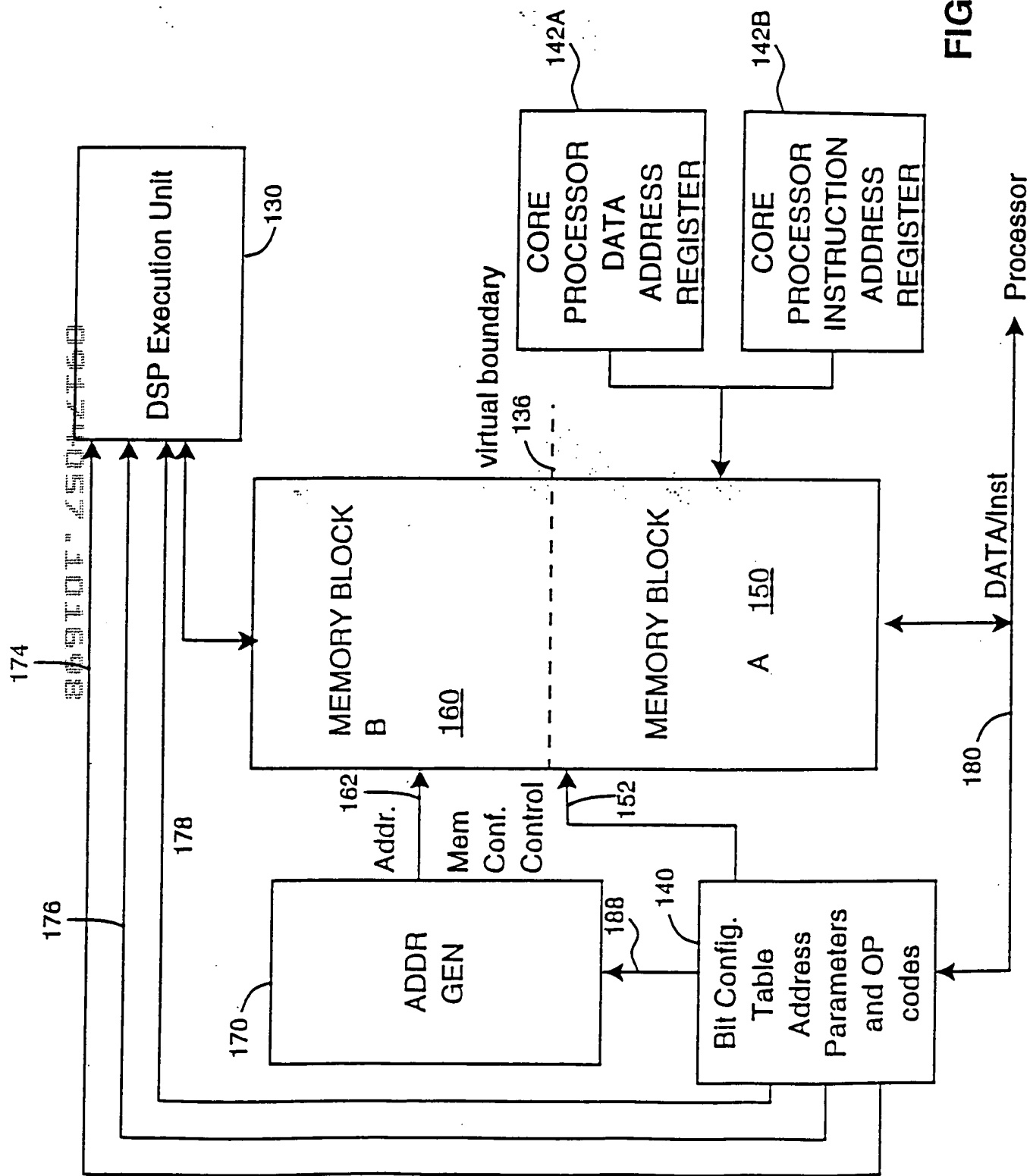
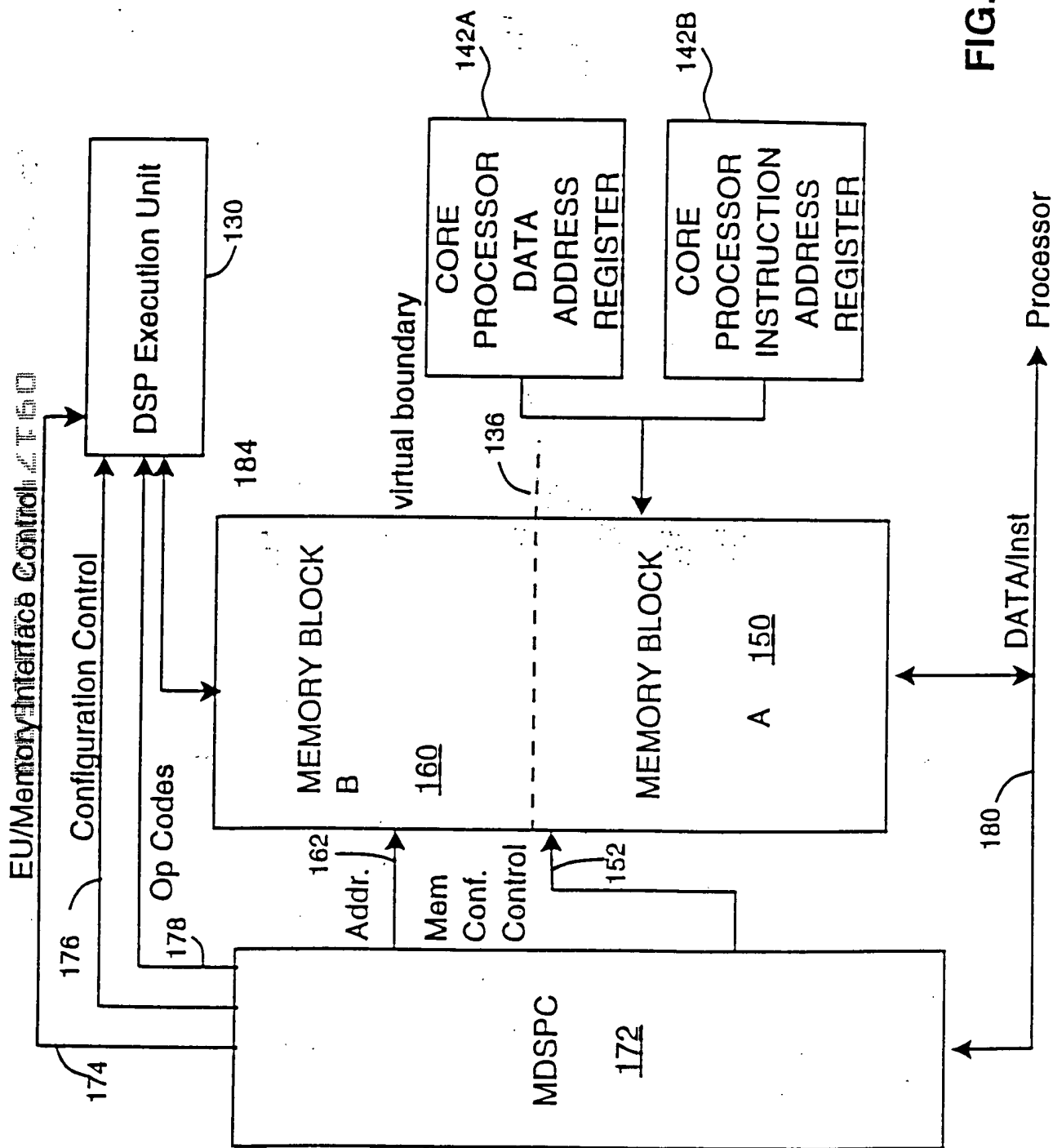


FIG. 5A



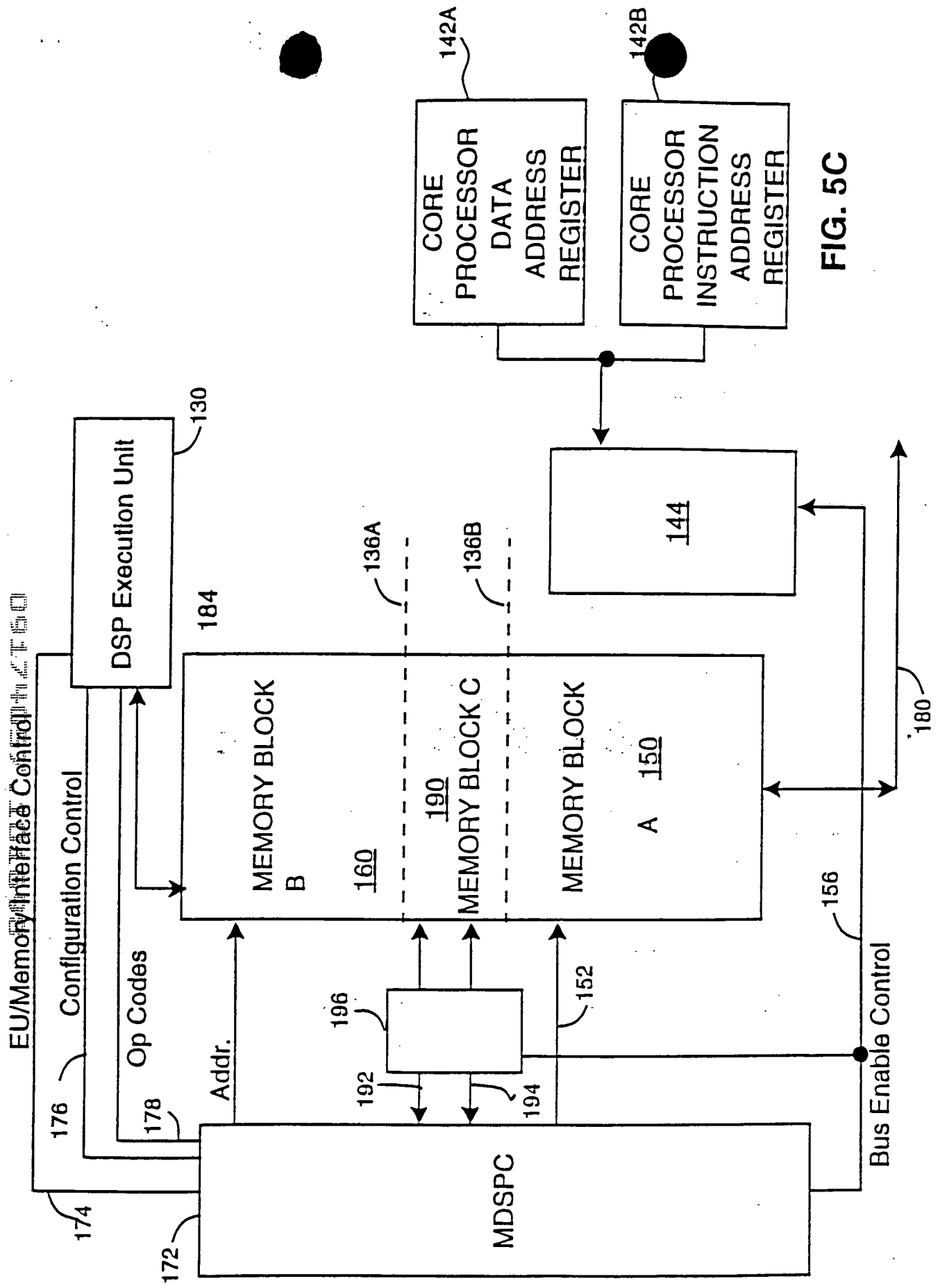


FIG. 5C

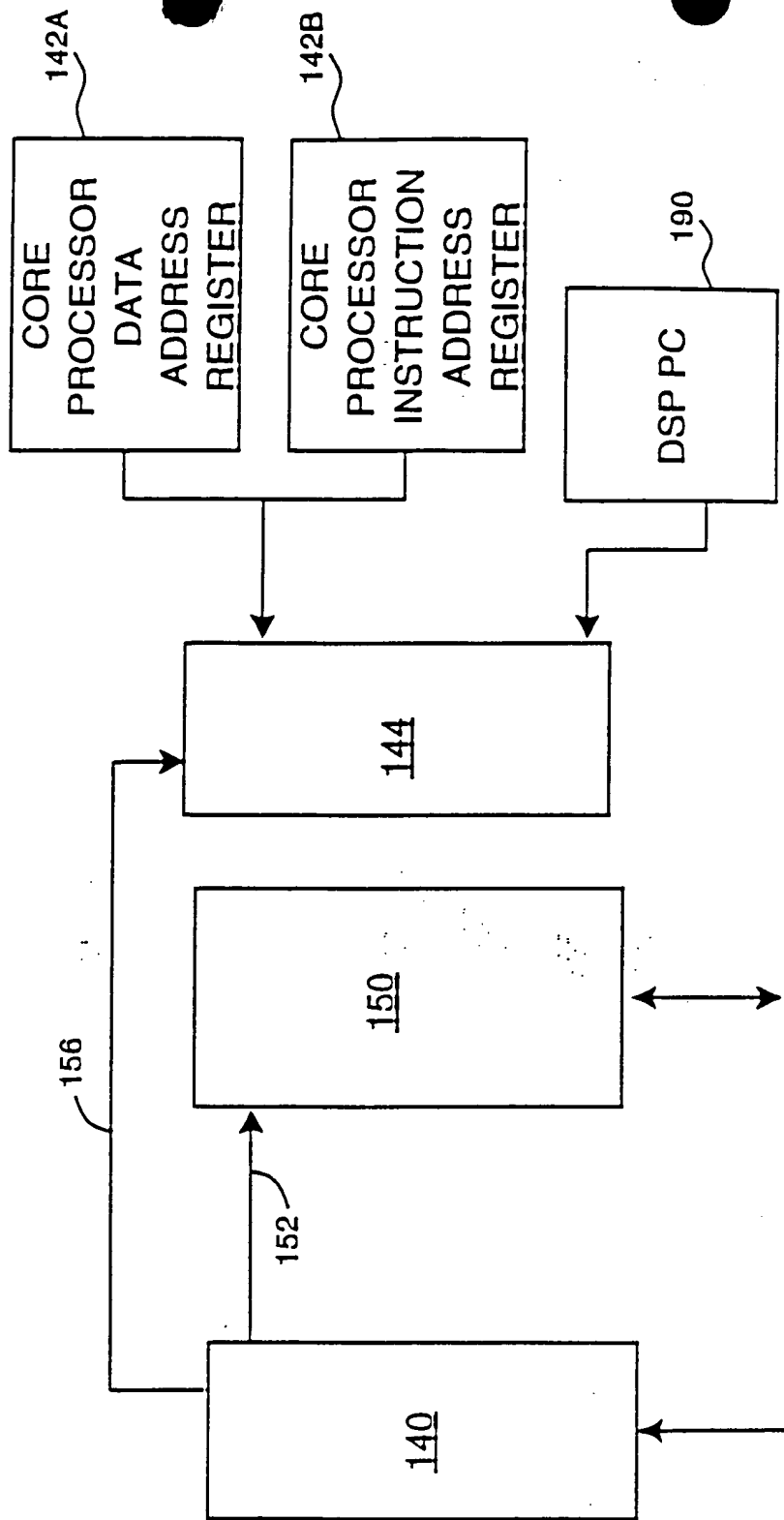


FIG. 6A

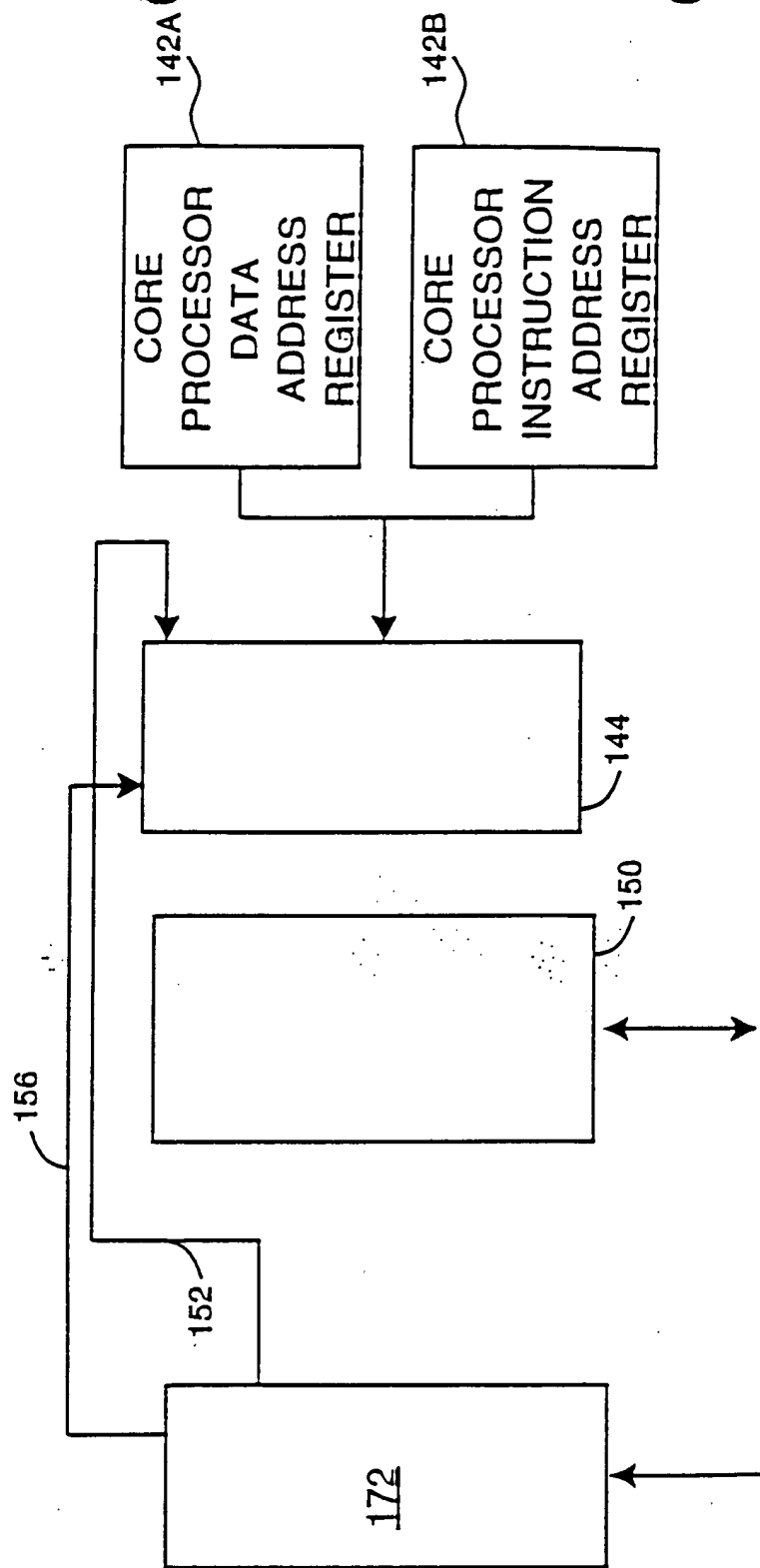


FIG. 6B

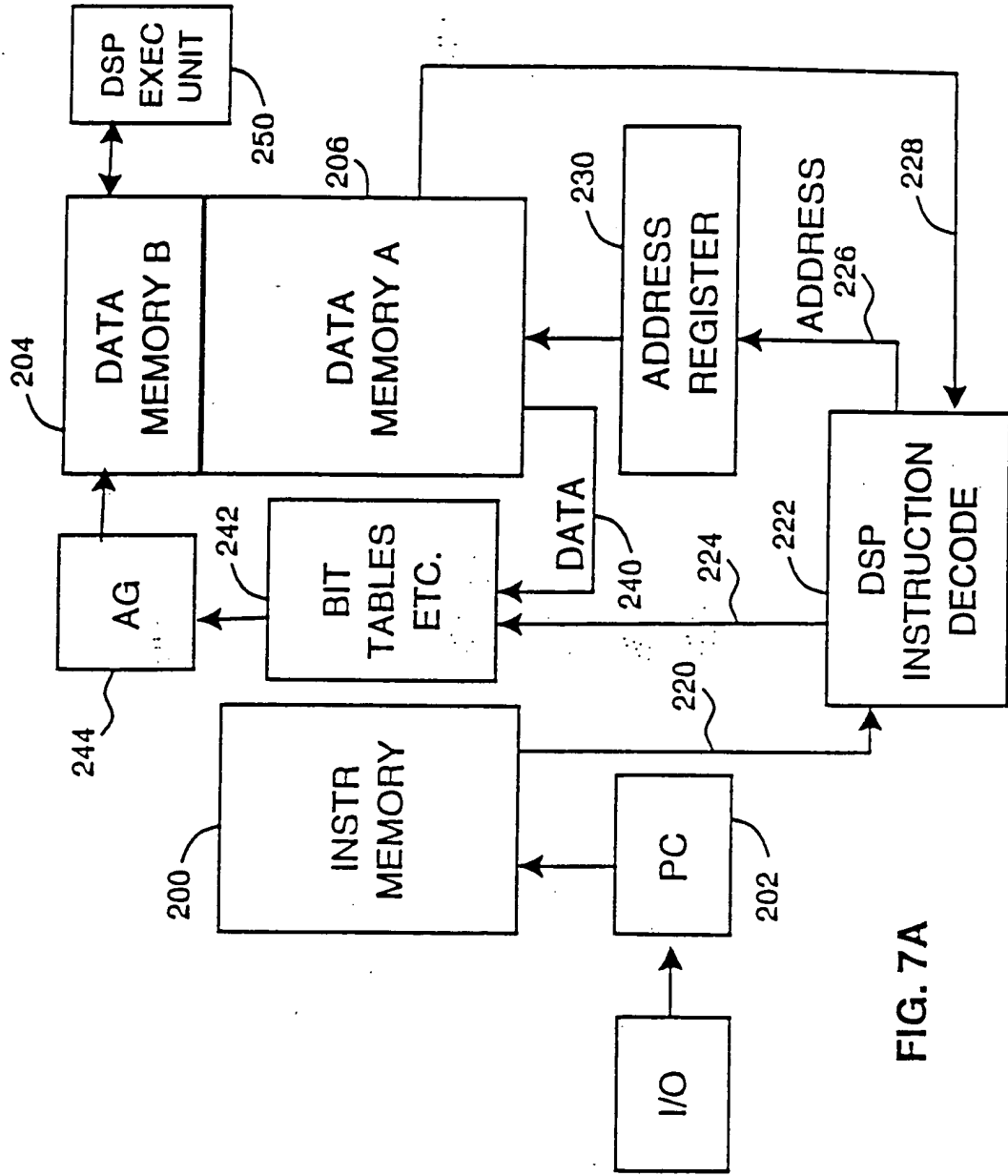


FIG. 7A

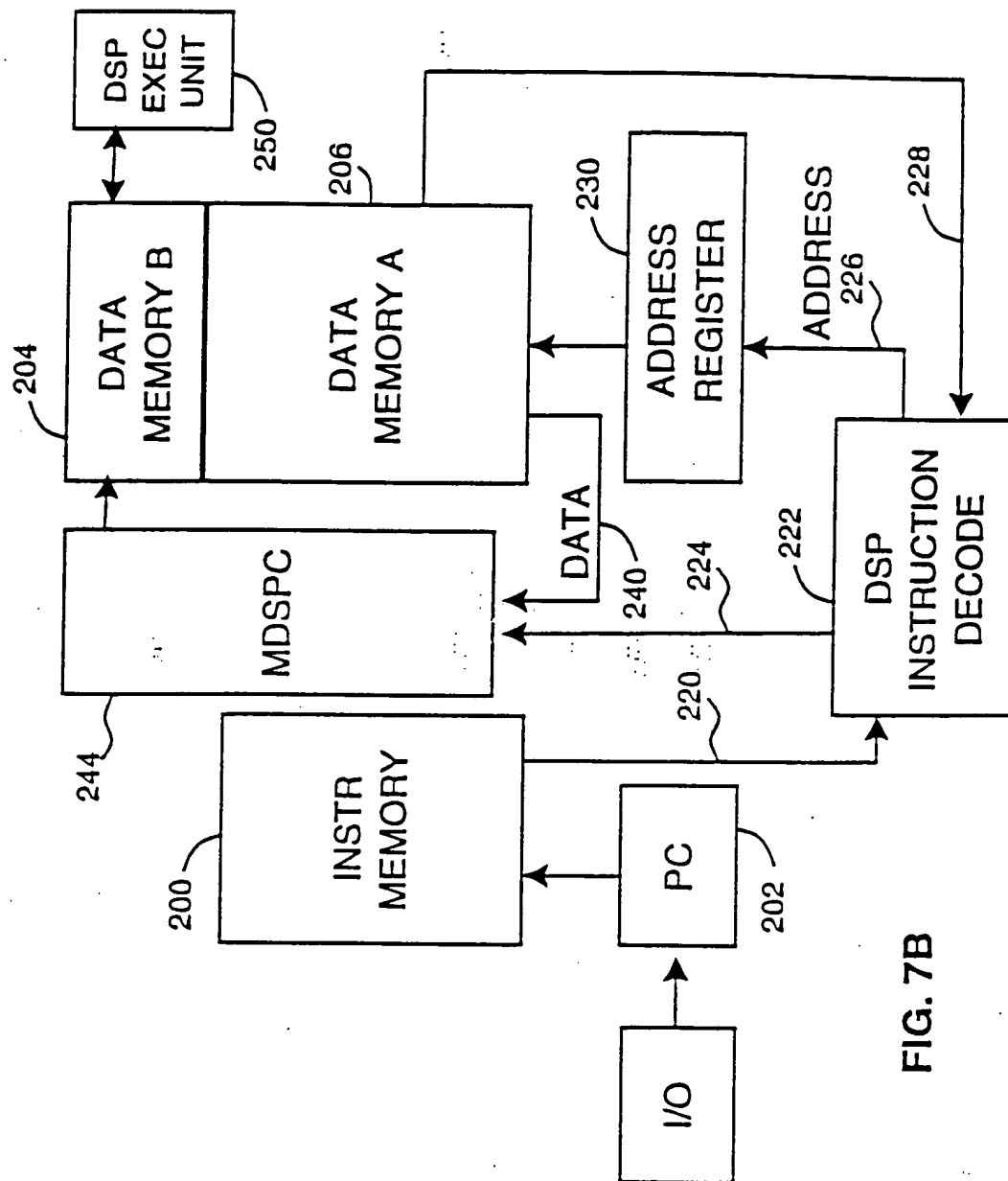


FIG. 7B

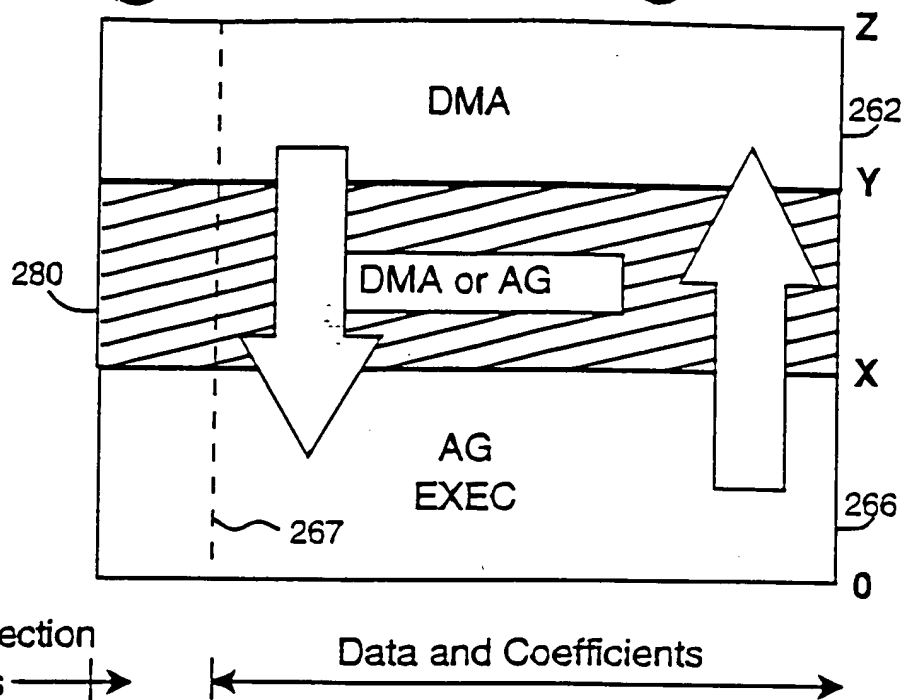


FIG. 8

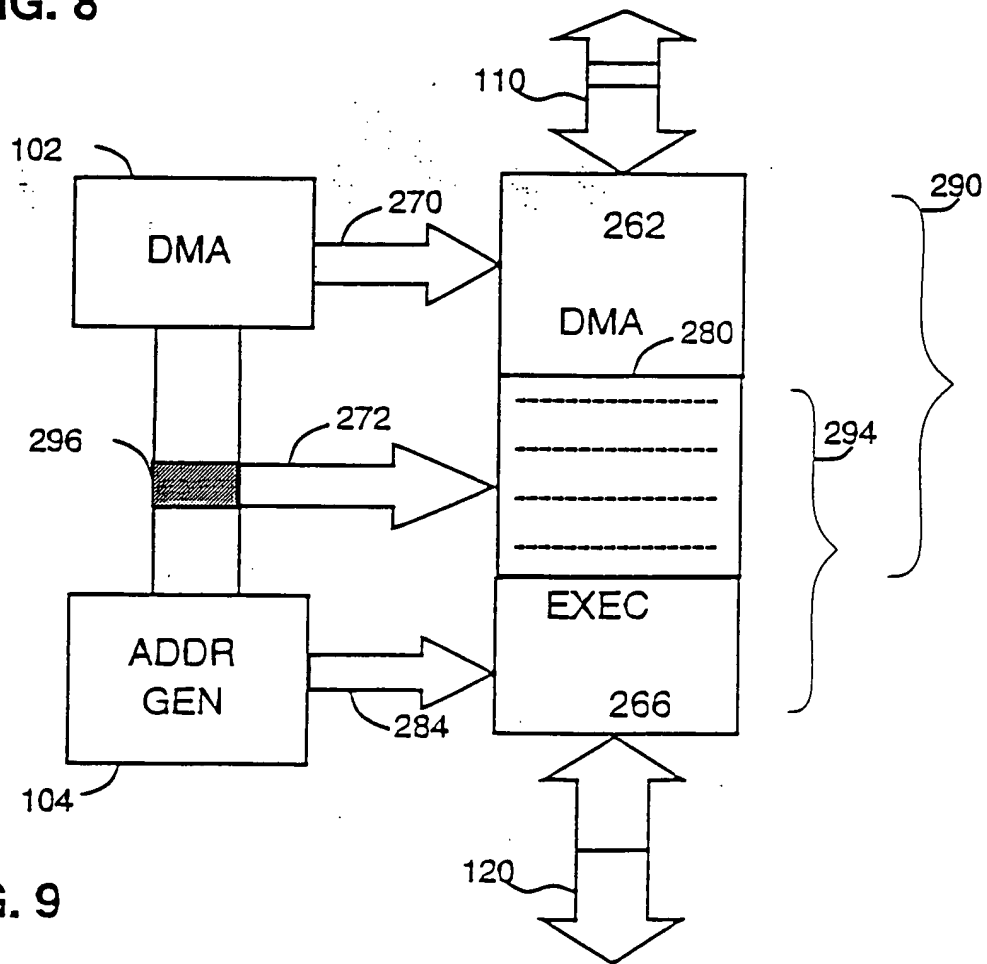


FIG. 9

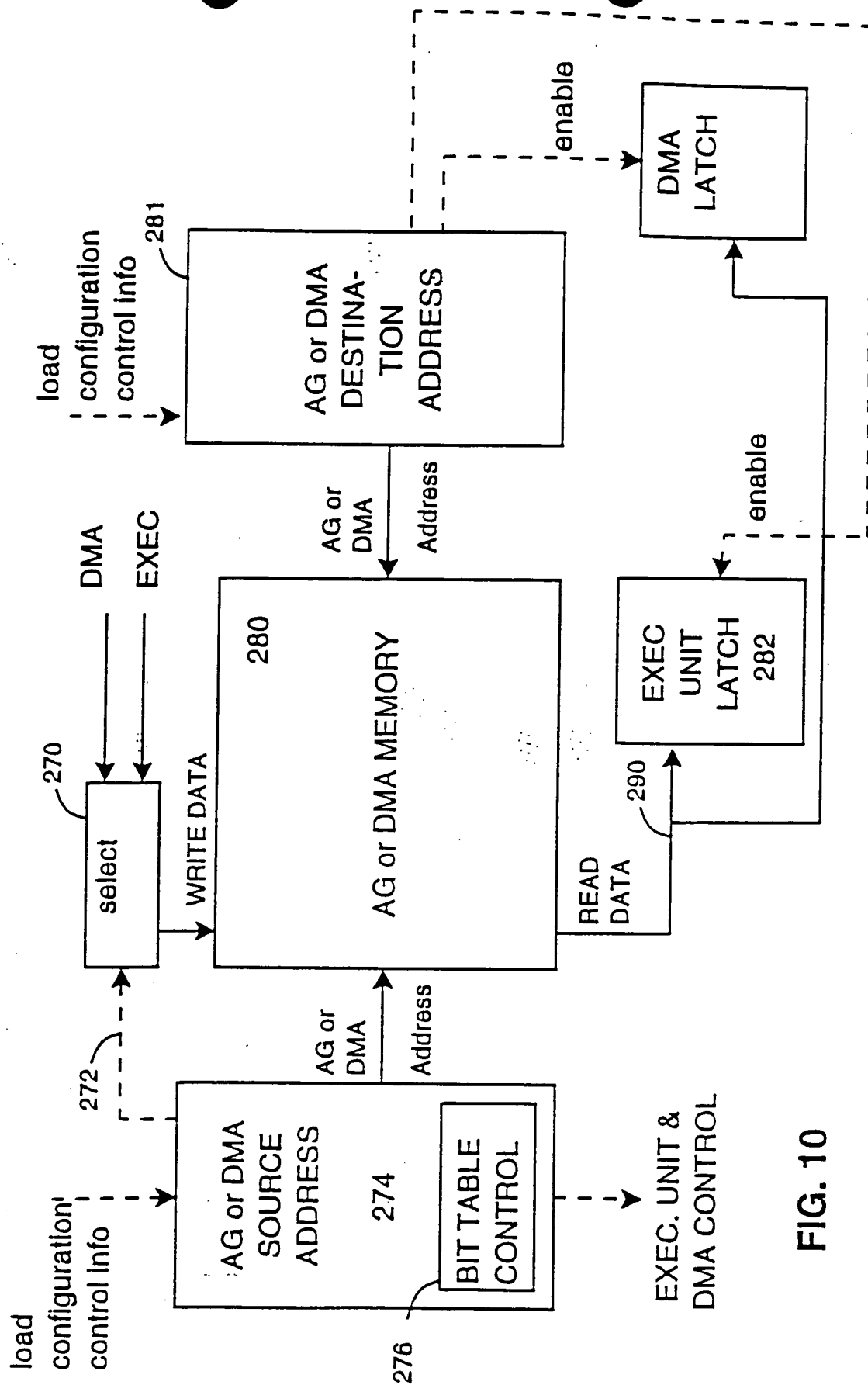


FIG. 10

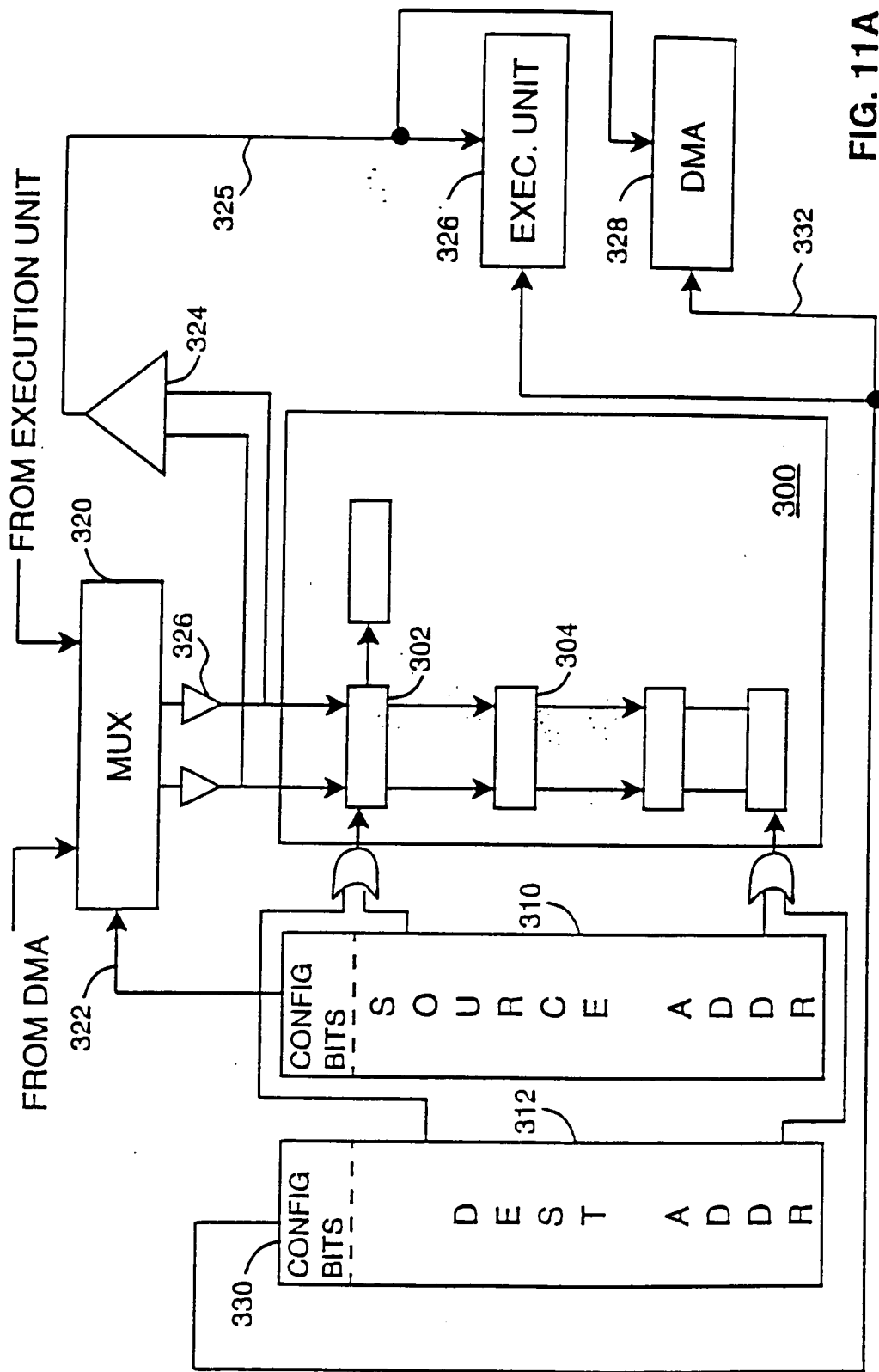


FIG. 11A

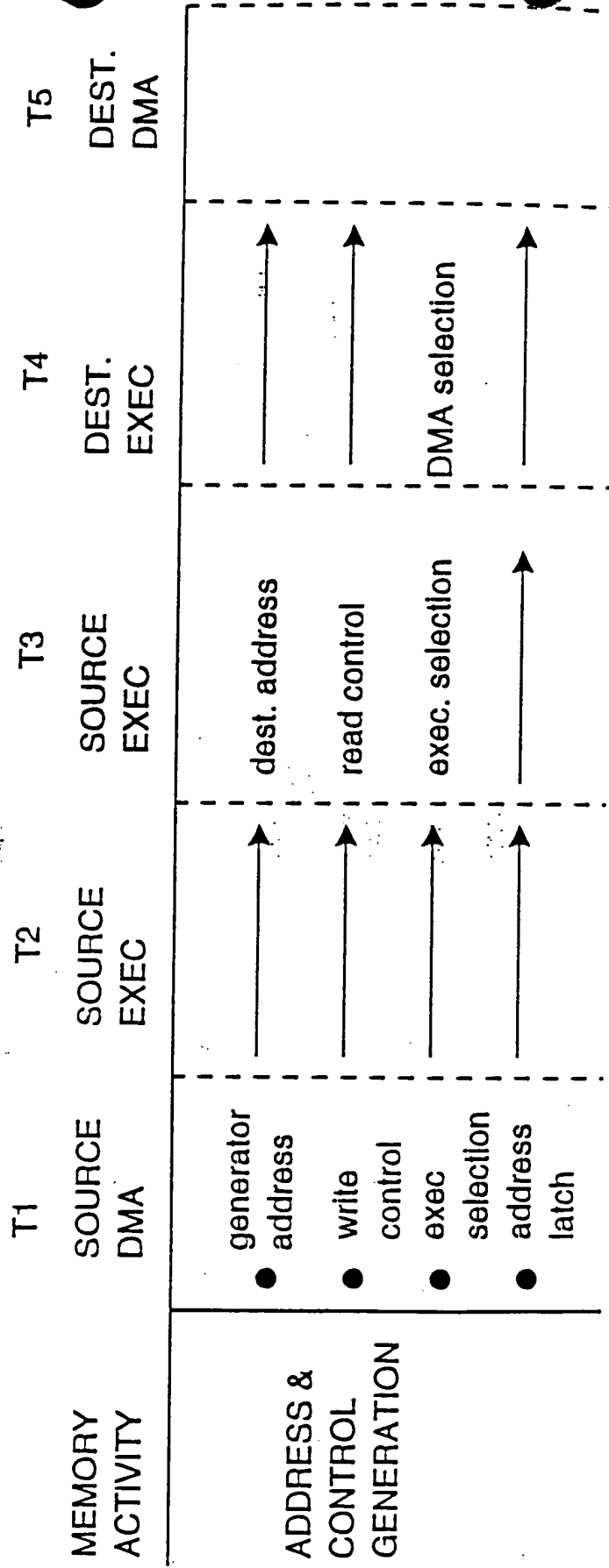


FIG. 11B

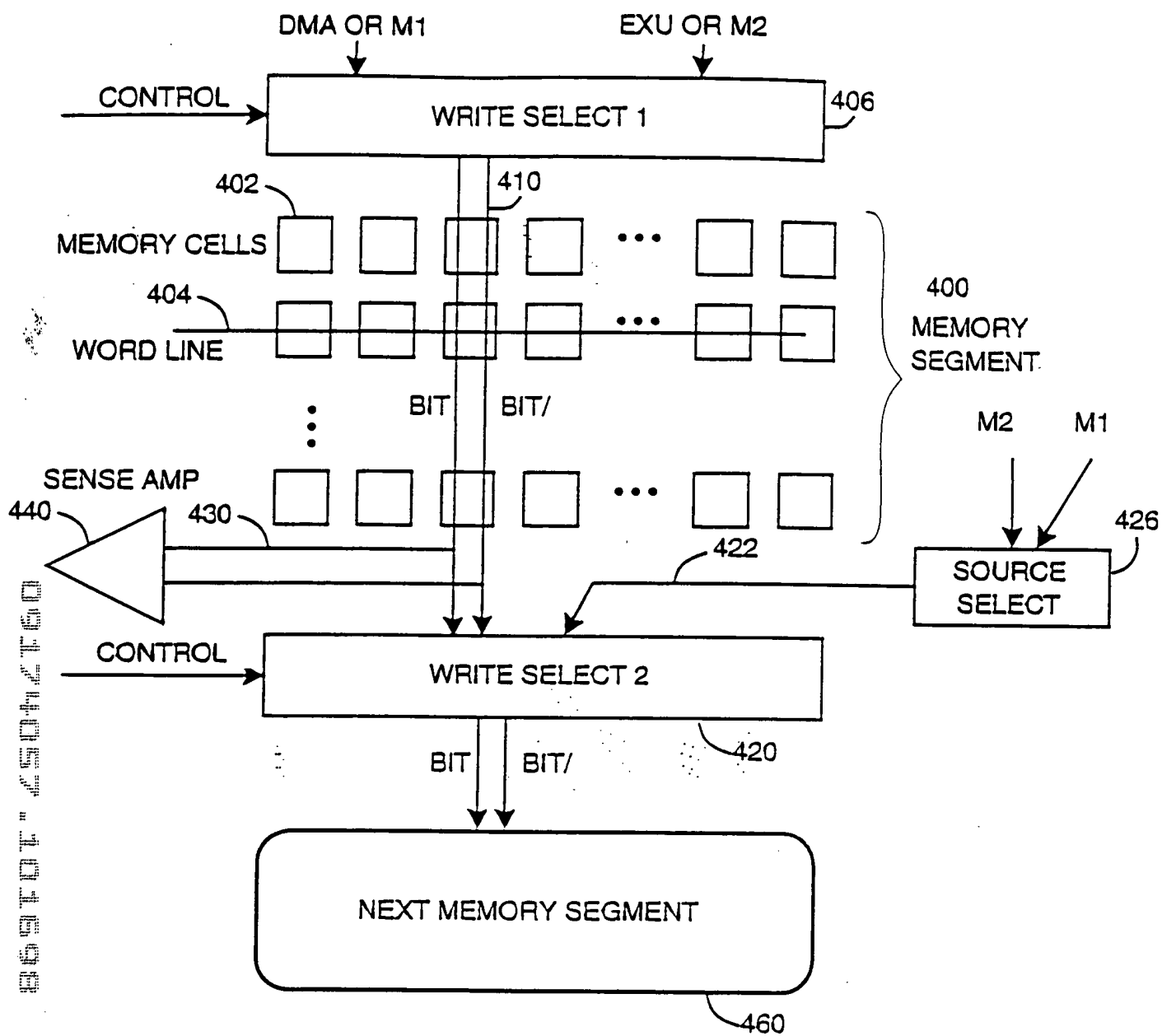
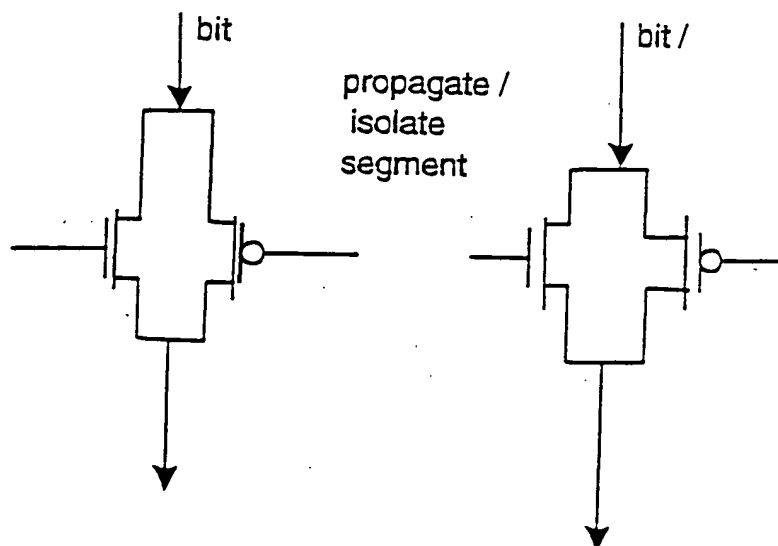


FIG. 12



09174957-101698

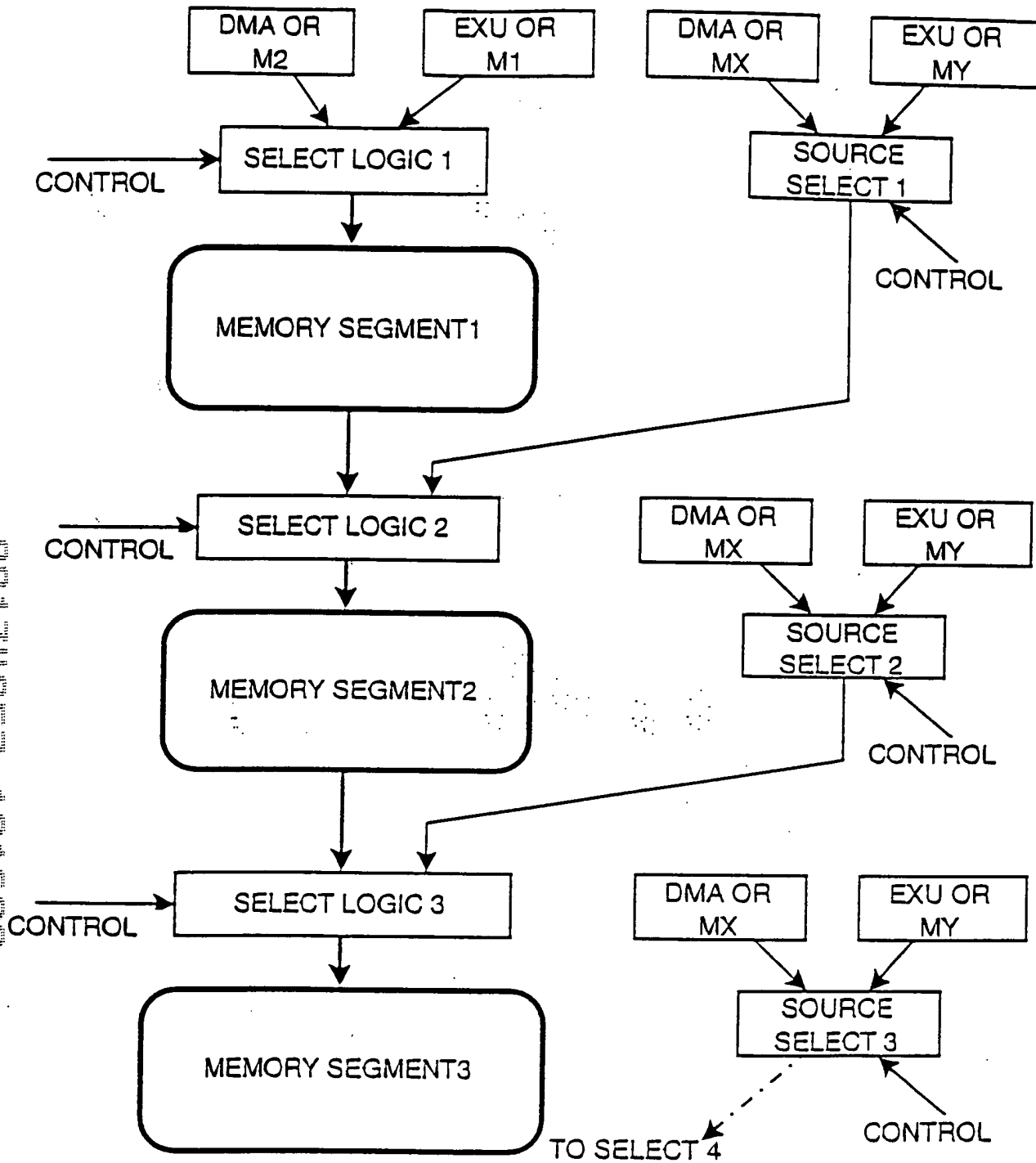


FIG. 14

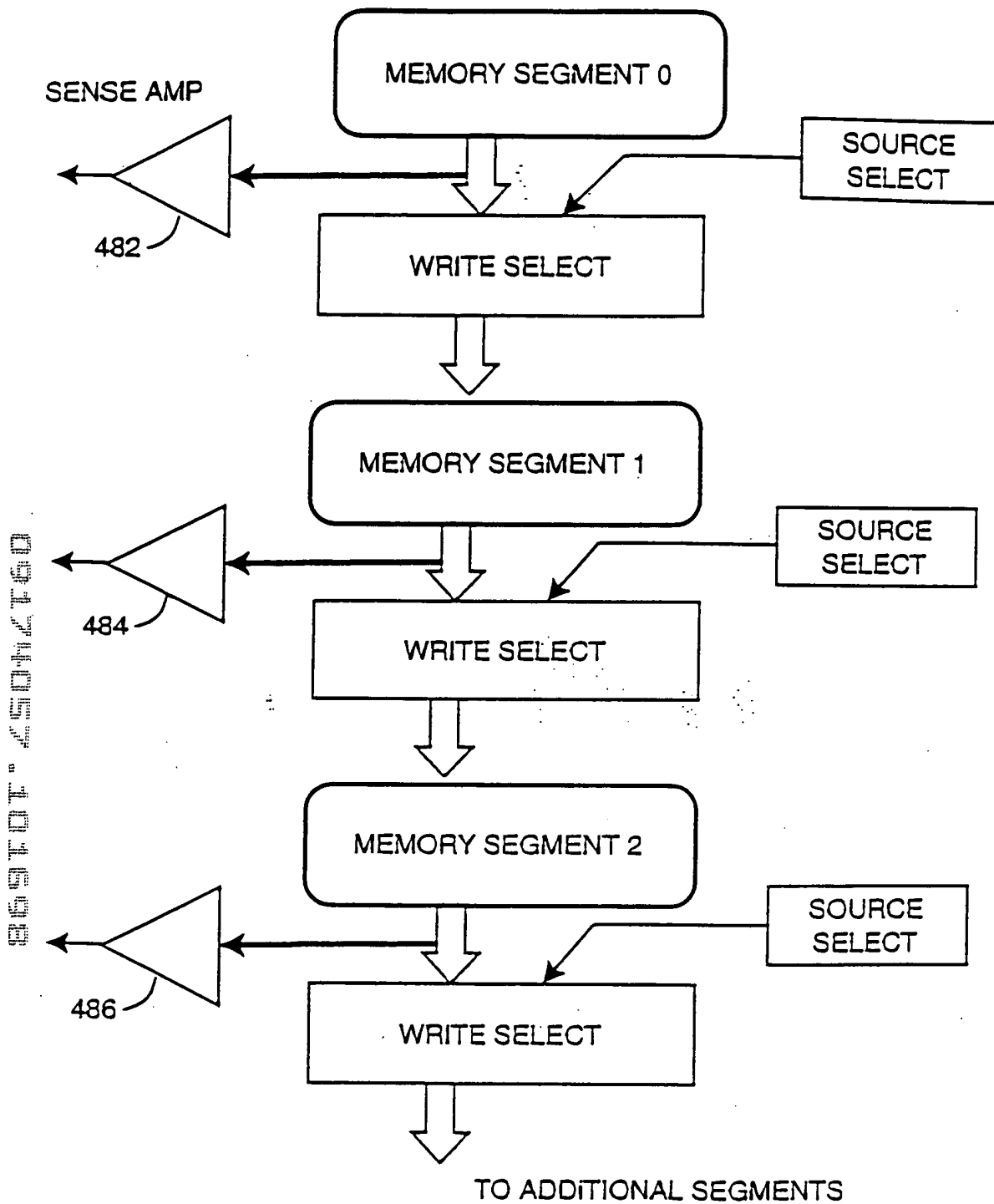
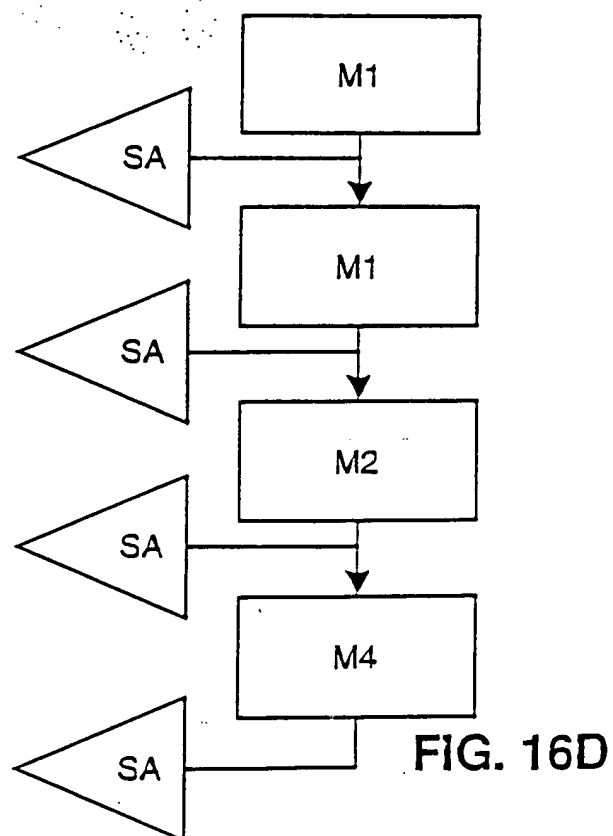
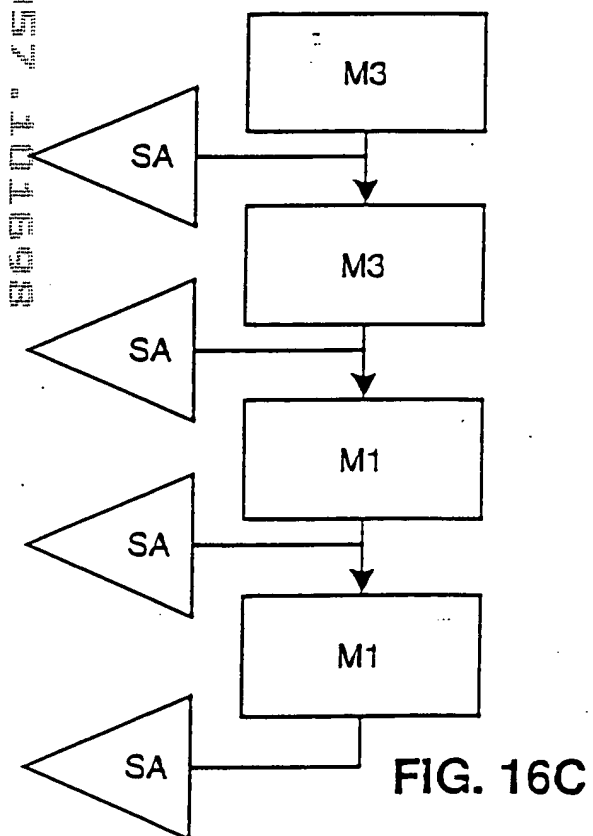
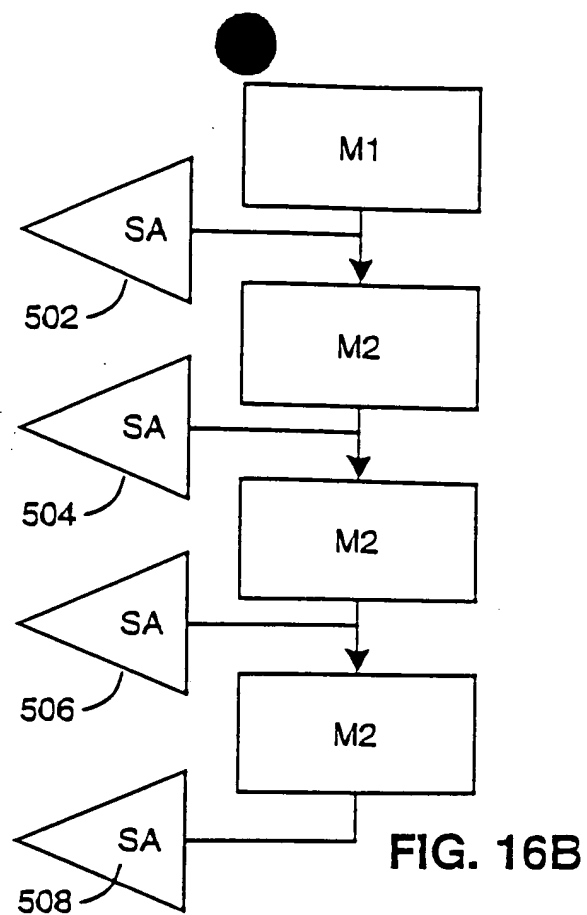
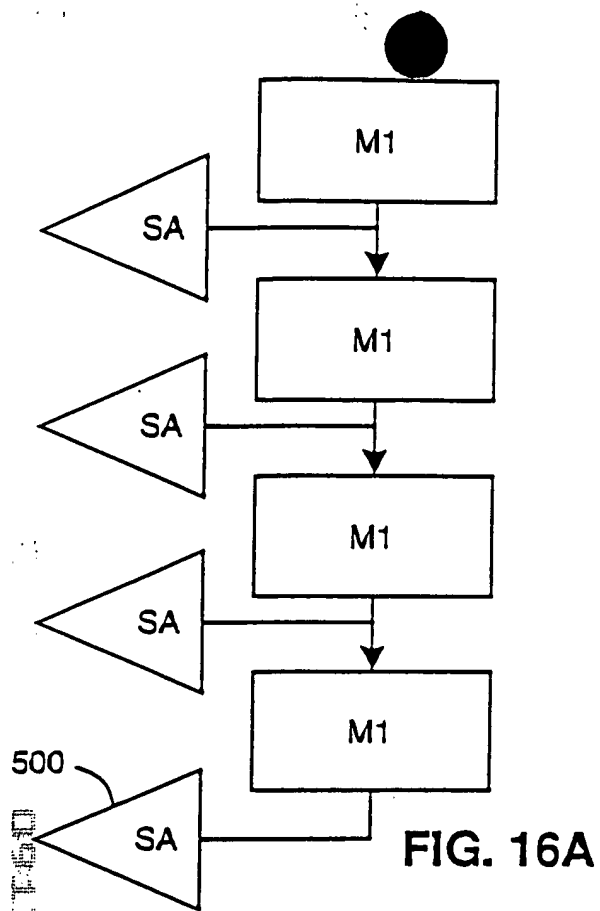
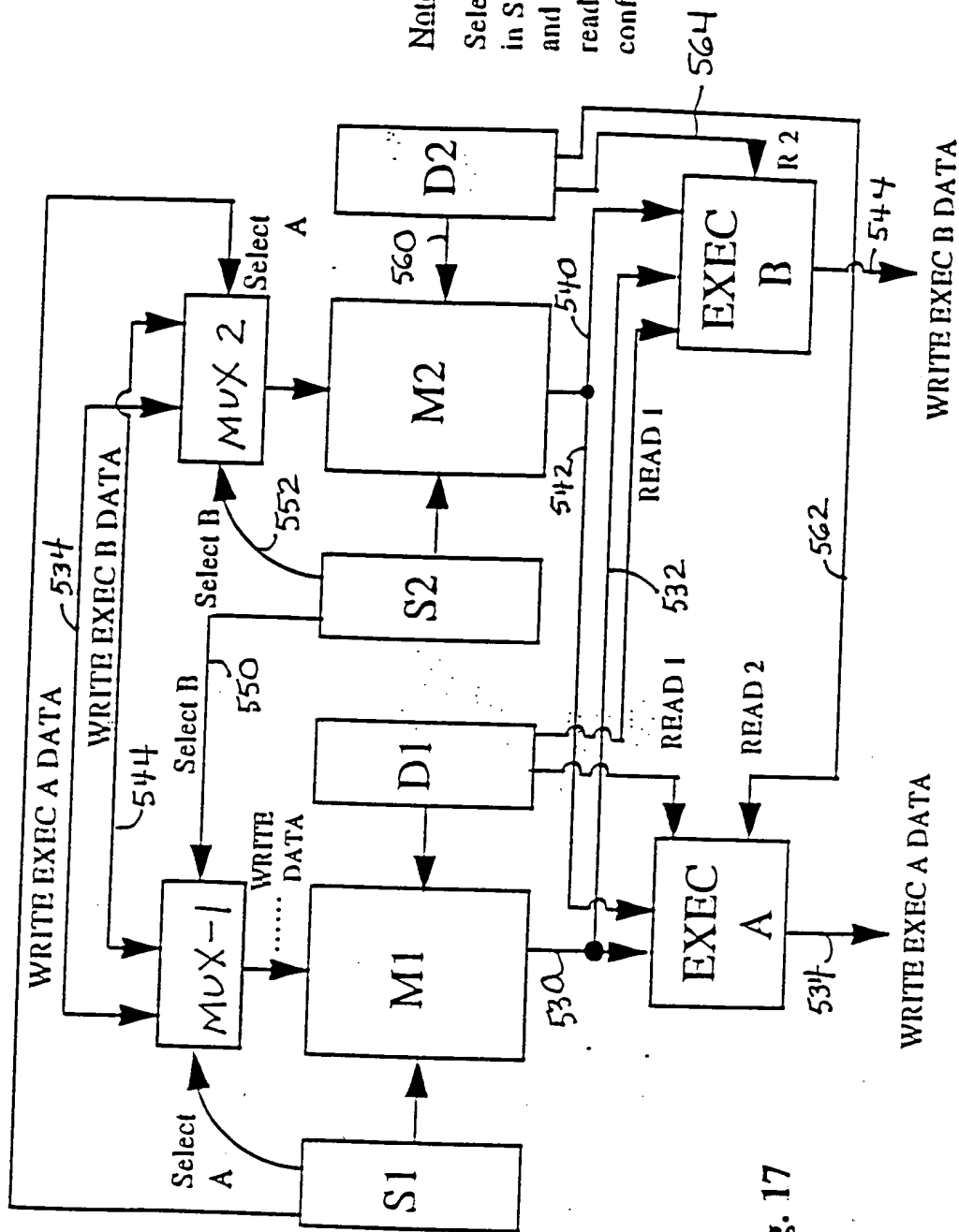


FIG. 15





Note:
Selection Tables
in S1, D1, S2,
and D2 contain
read/write
configurations

Fig. 17

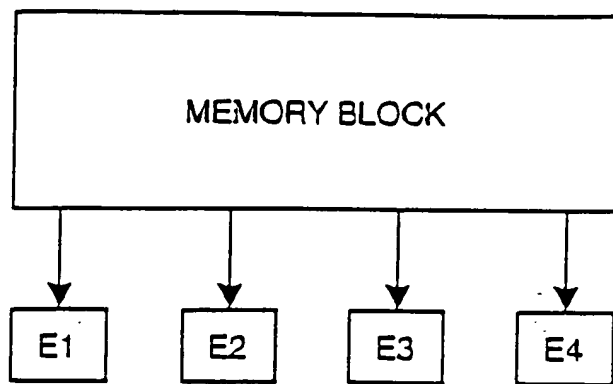


FIG. 18A

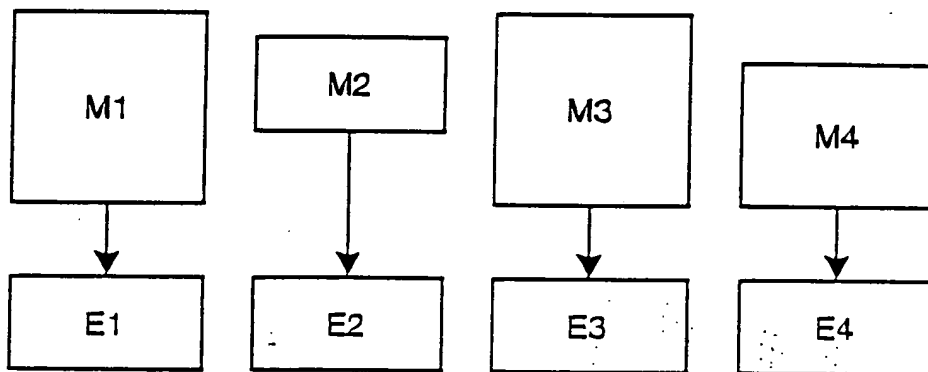


FIG. 18B

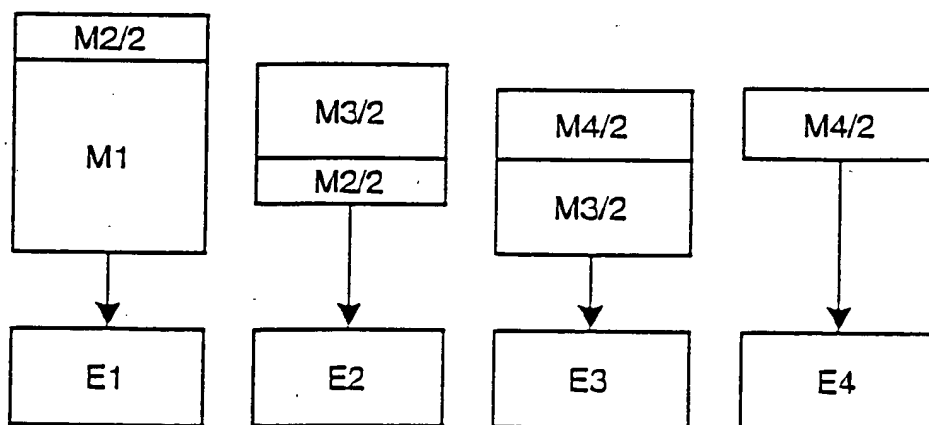


FIG. 18C

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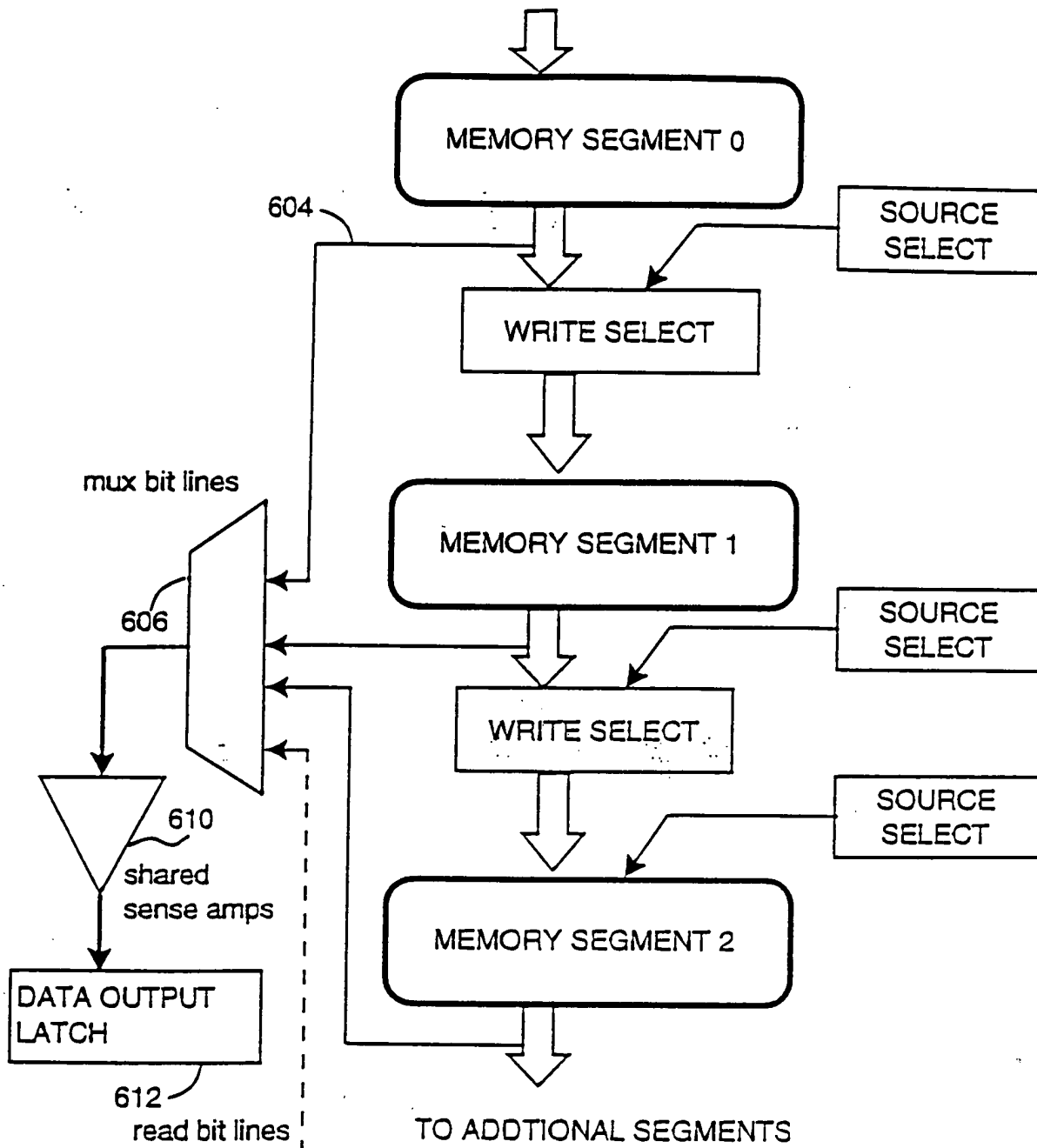


FIG. 19

•

•

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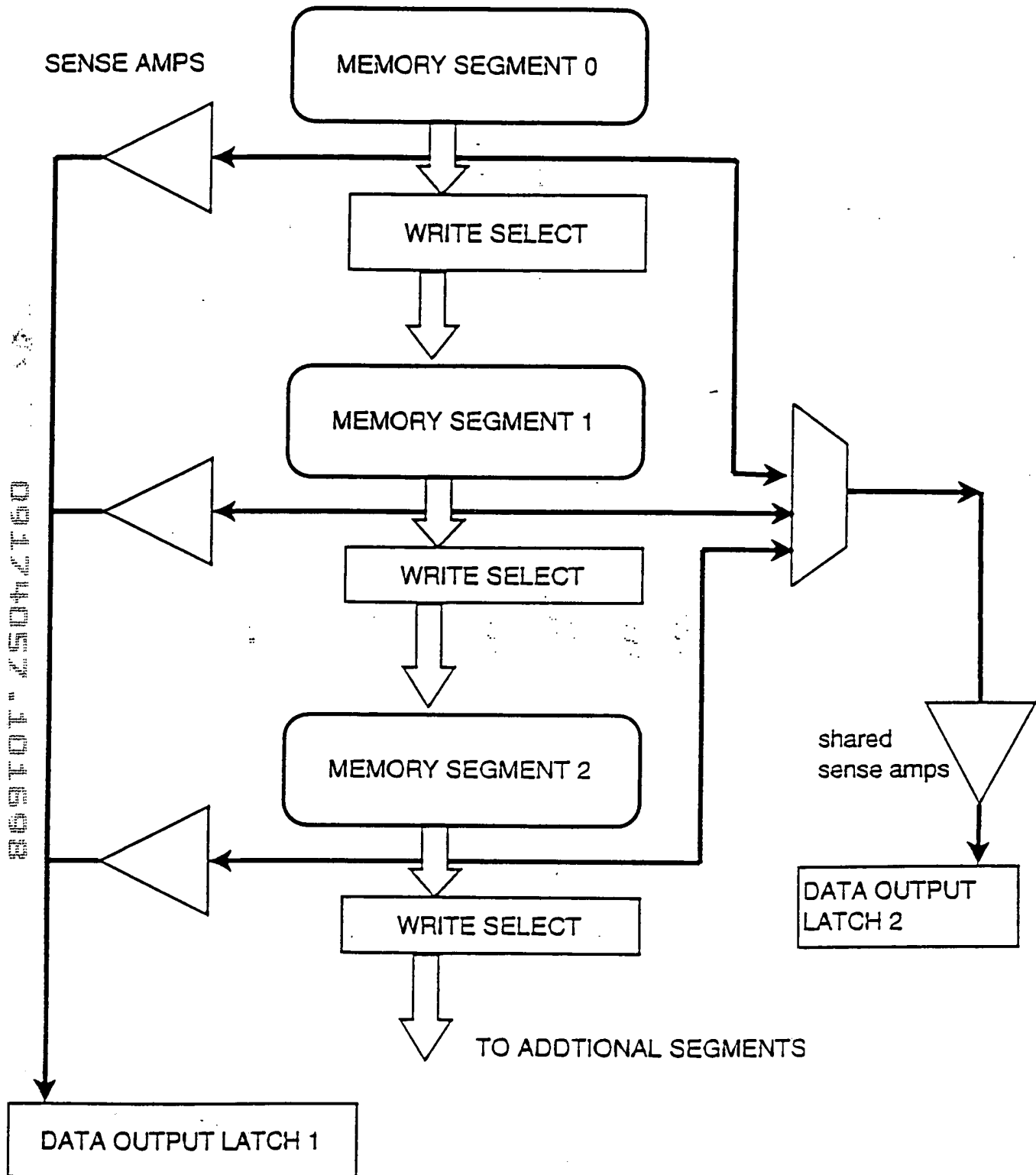


FIG. 20

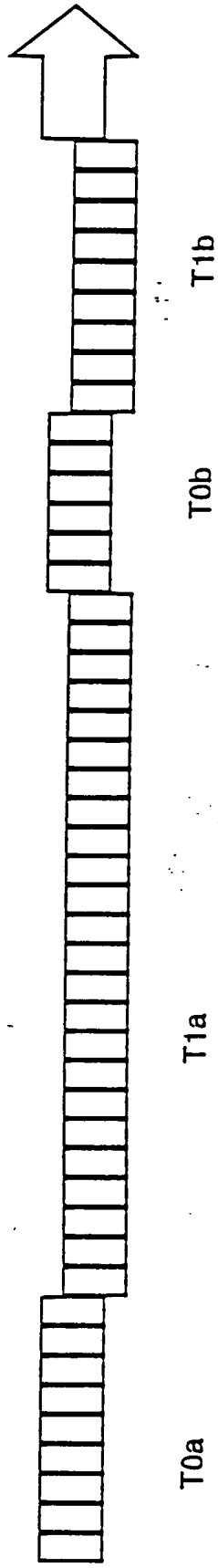


FIG. 21

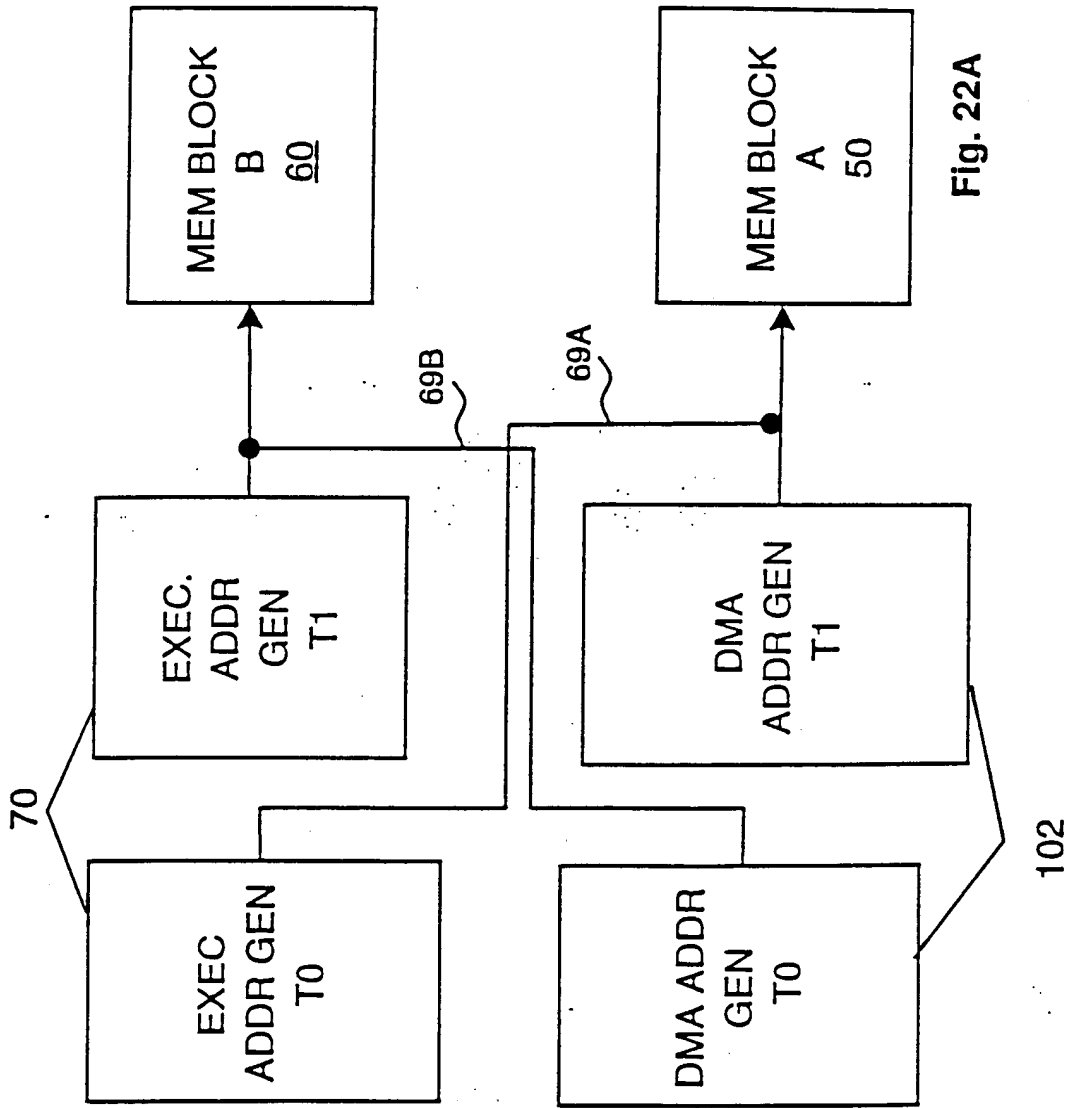


Fig. 22A

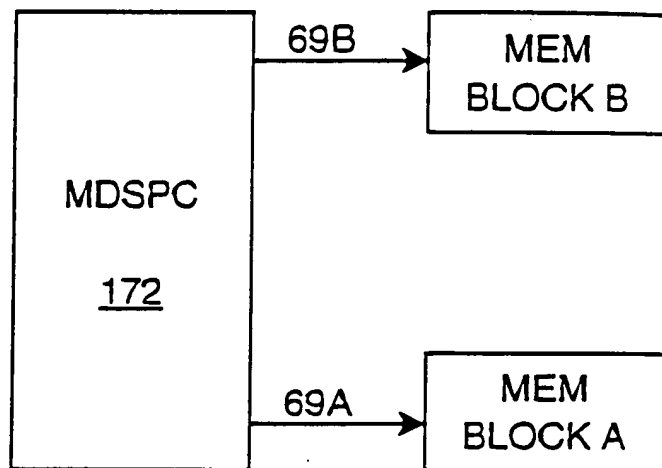


FIG. 22B

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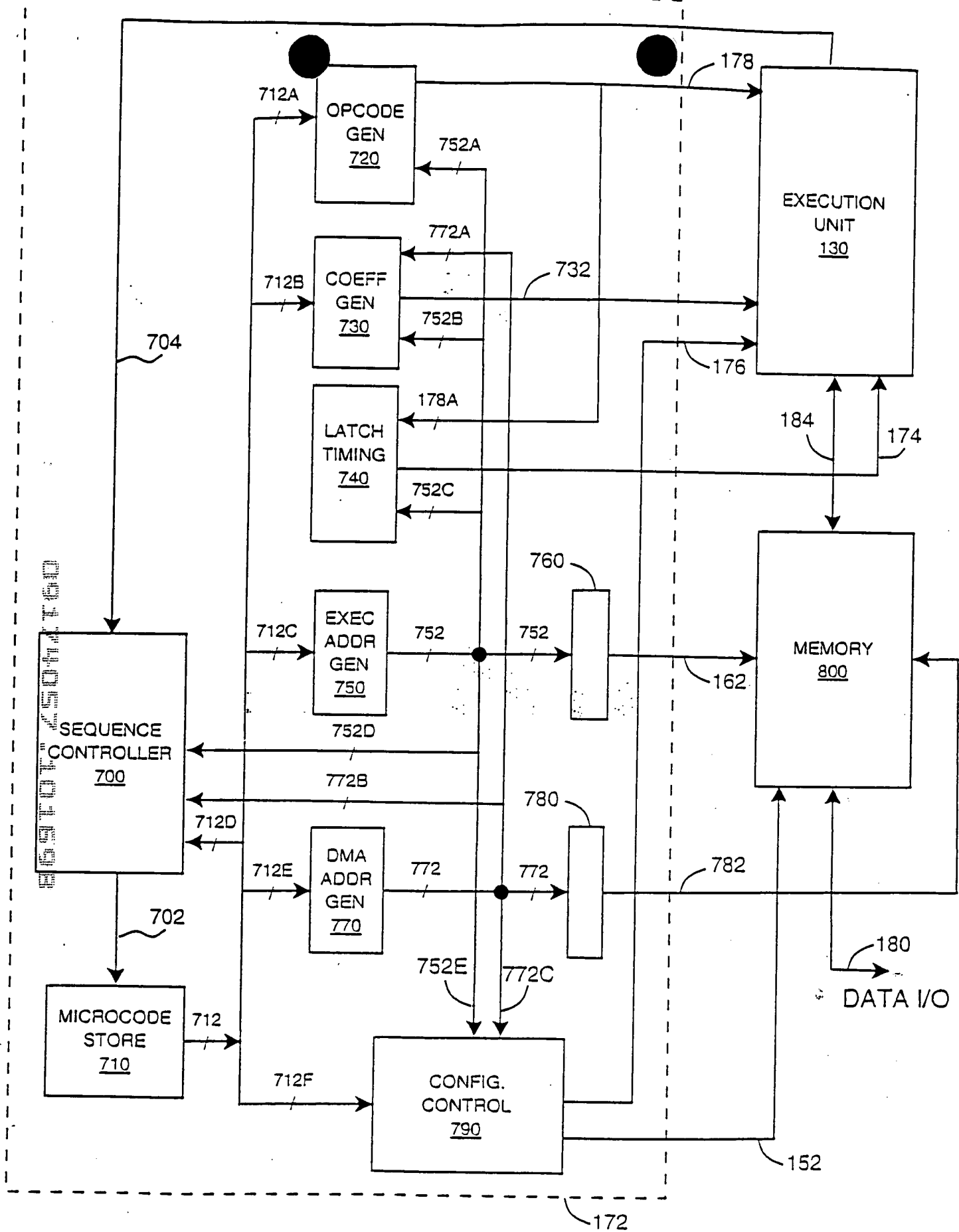


FIG. 23A

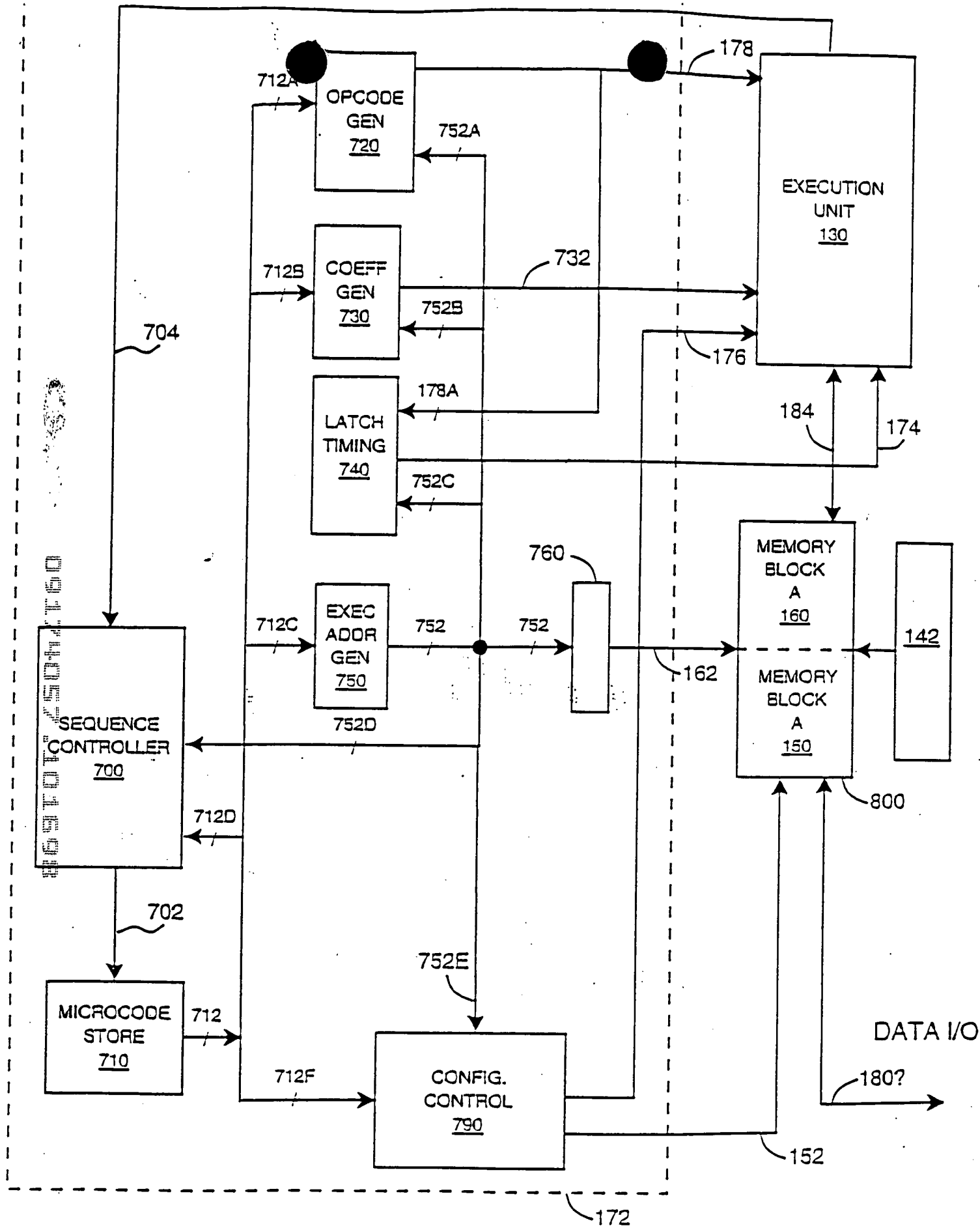


FIG. 23B

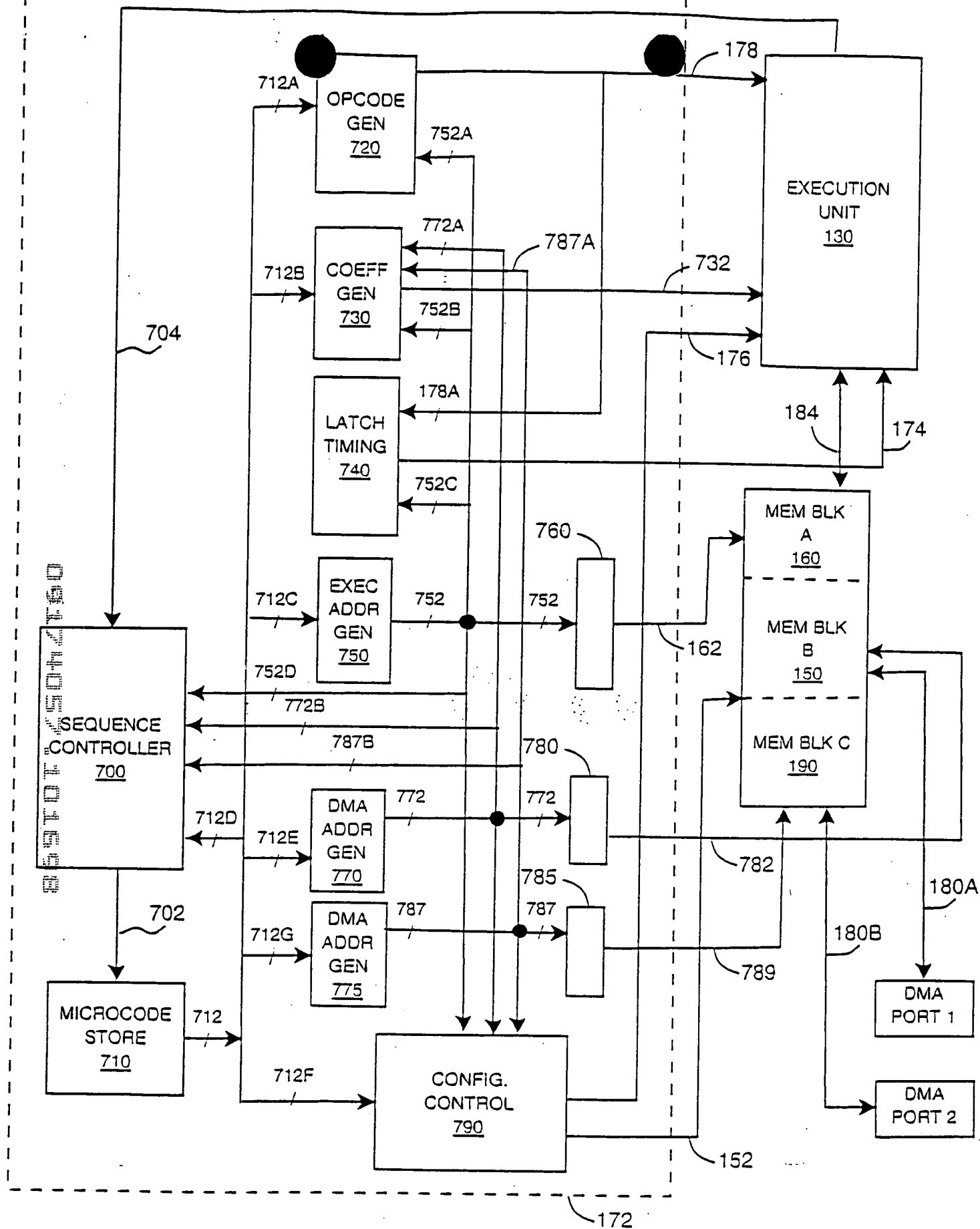


FIG. 23C

ADDRESS	FUNCTION
0x710	FFT RADIX 2
0x905	FIR FILTER
0x2100	CONVOLUTION

FIG. 24A

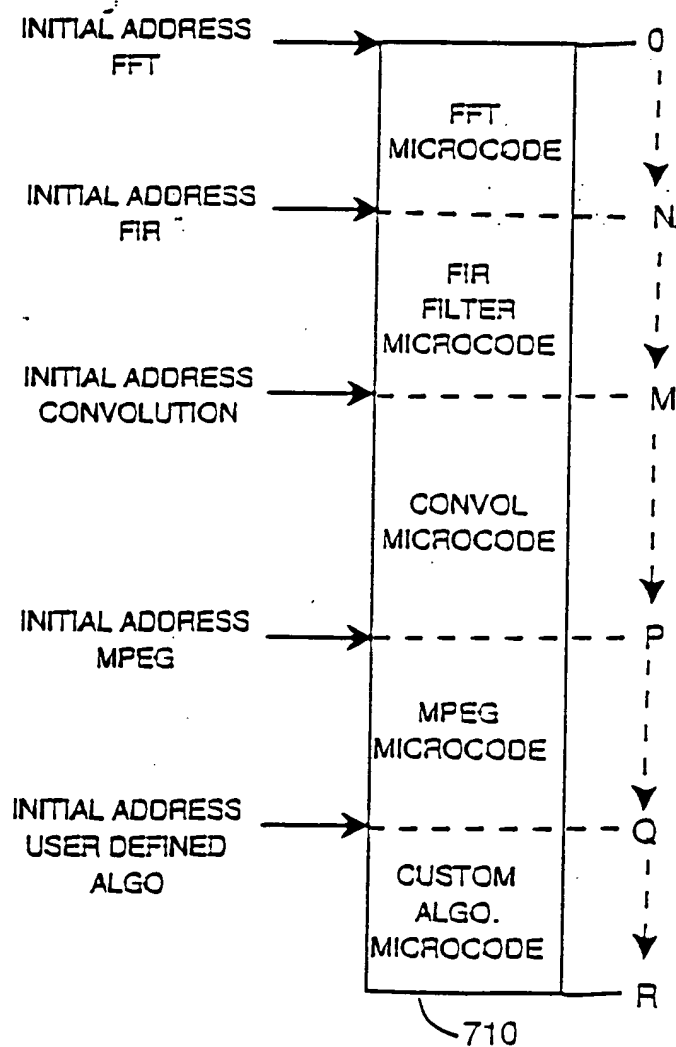


FIG. 24B

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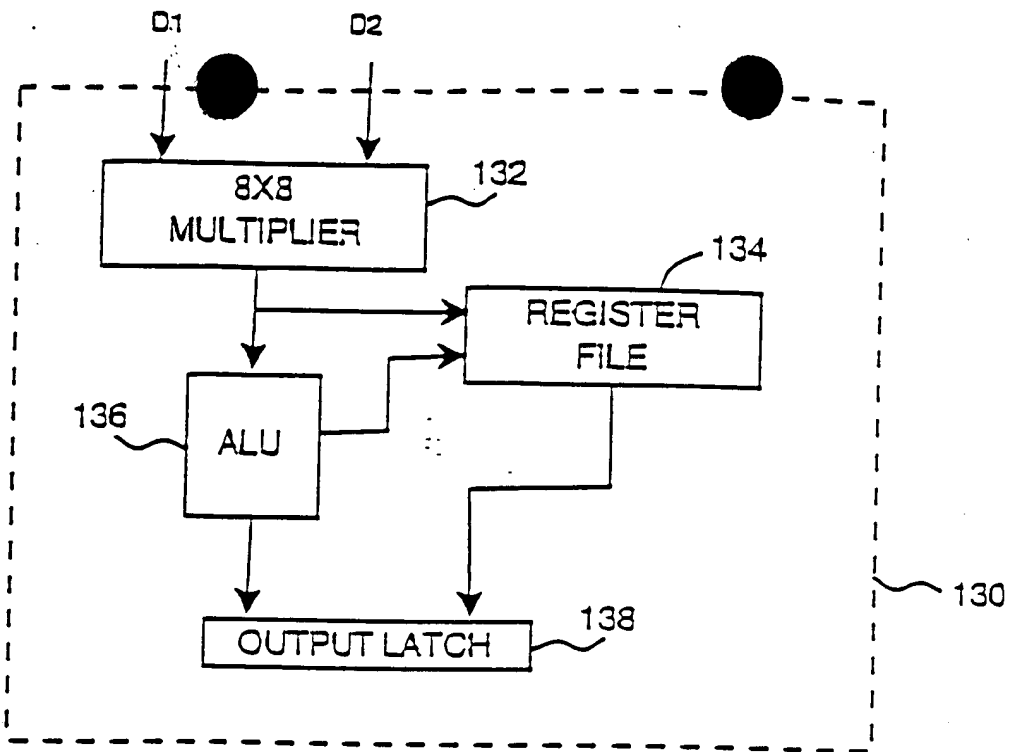


FIG. 25

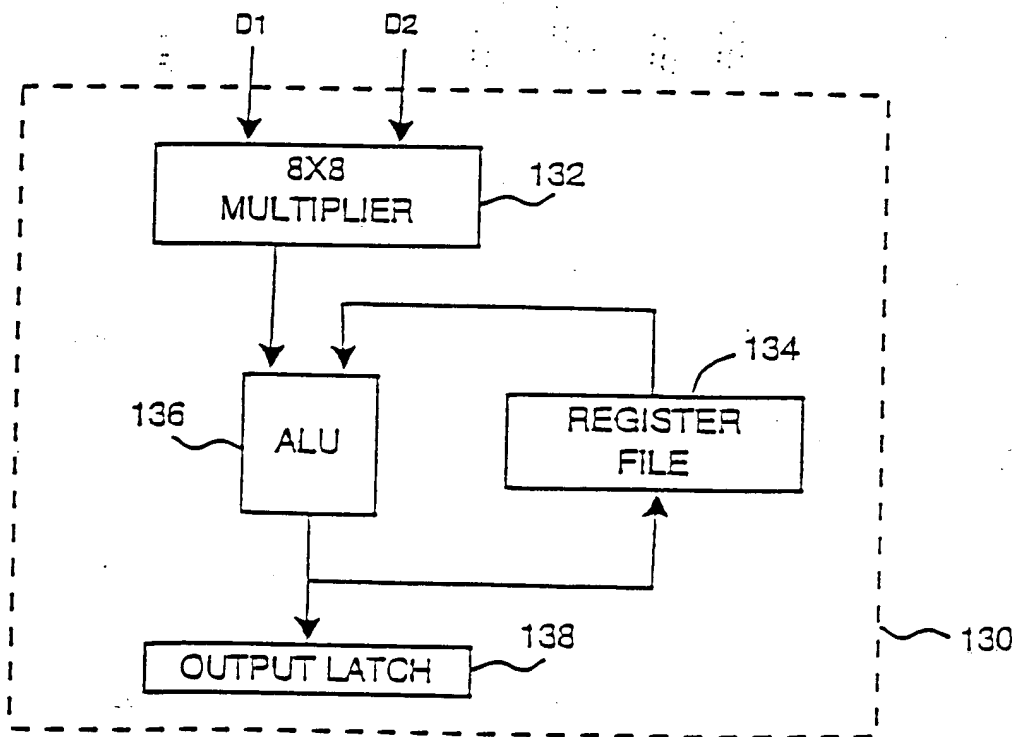


FIG. 26

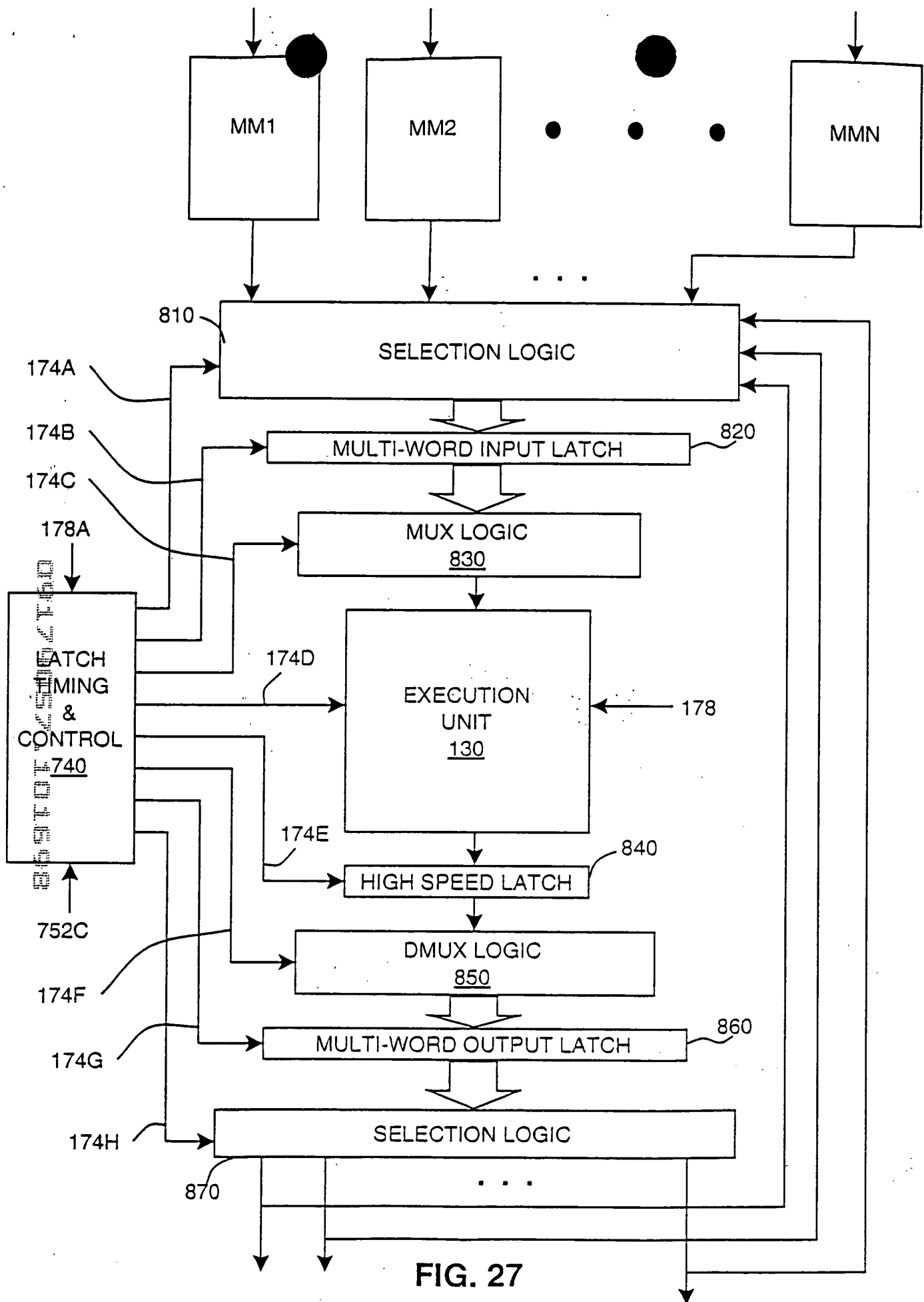


FIG. 27

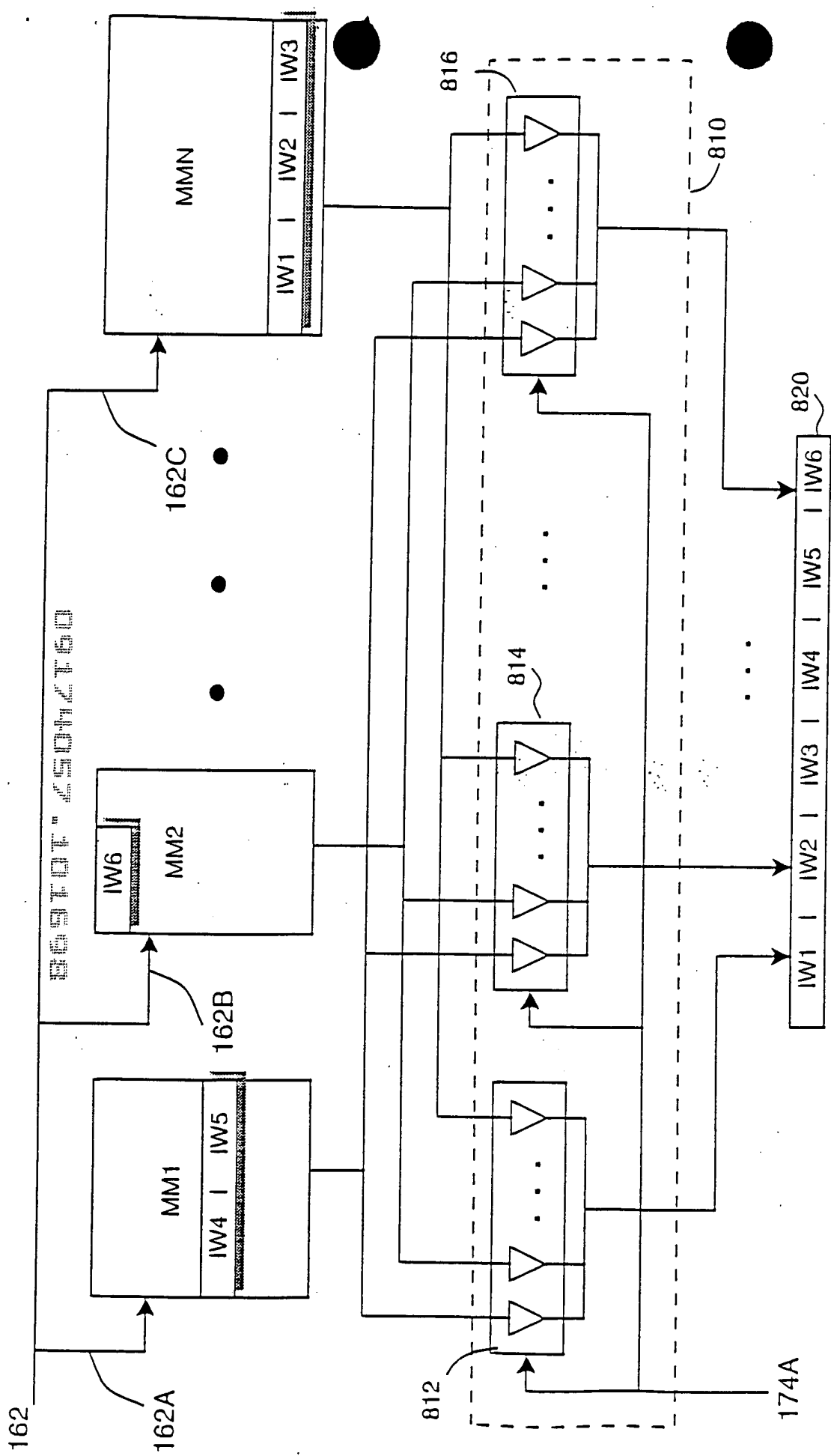


FIG. 28

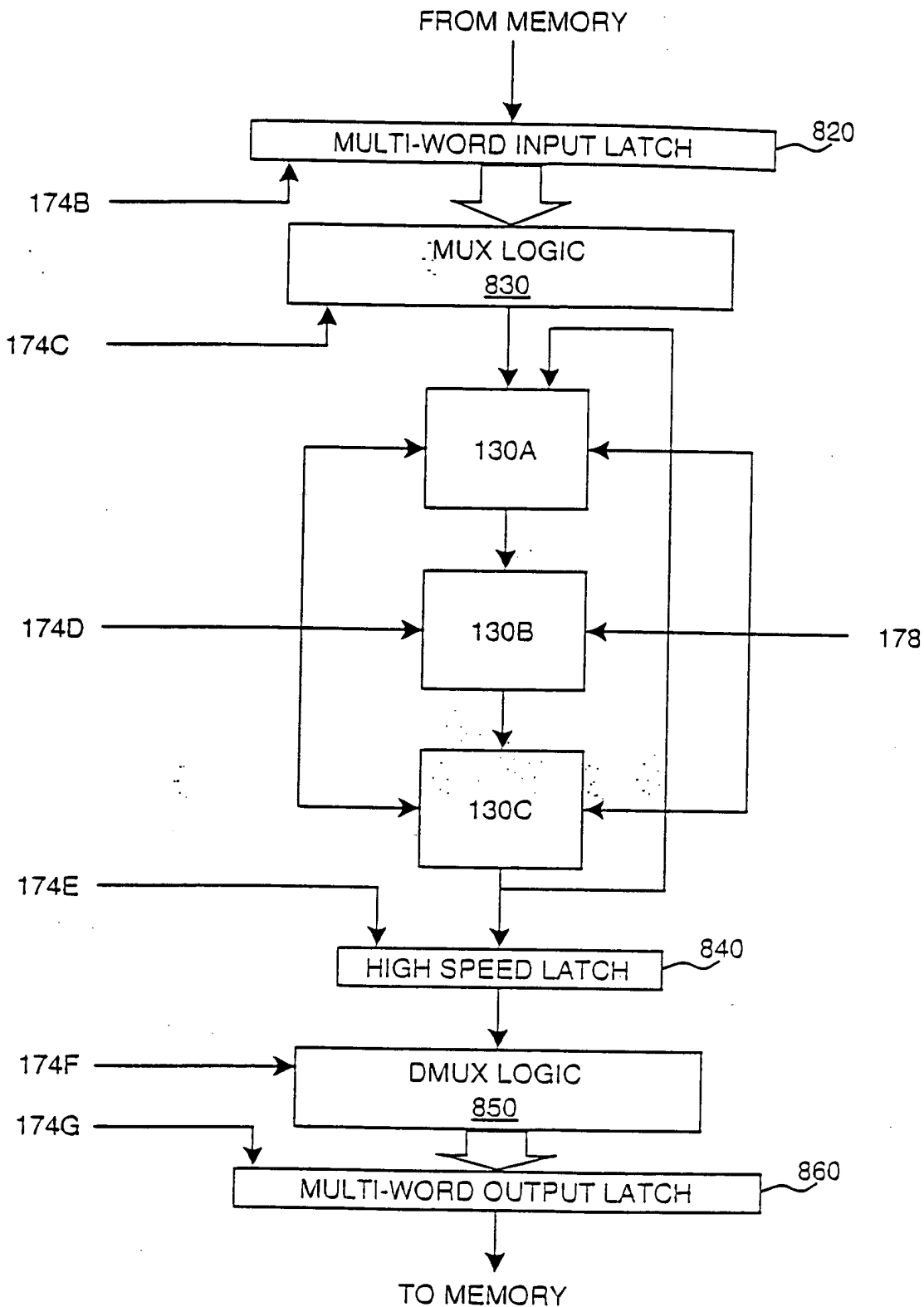


FIG. 29

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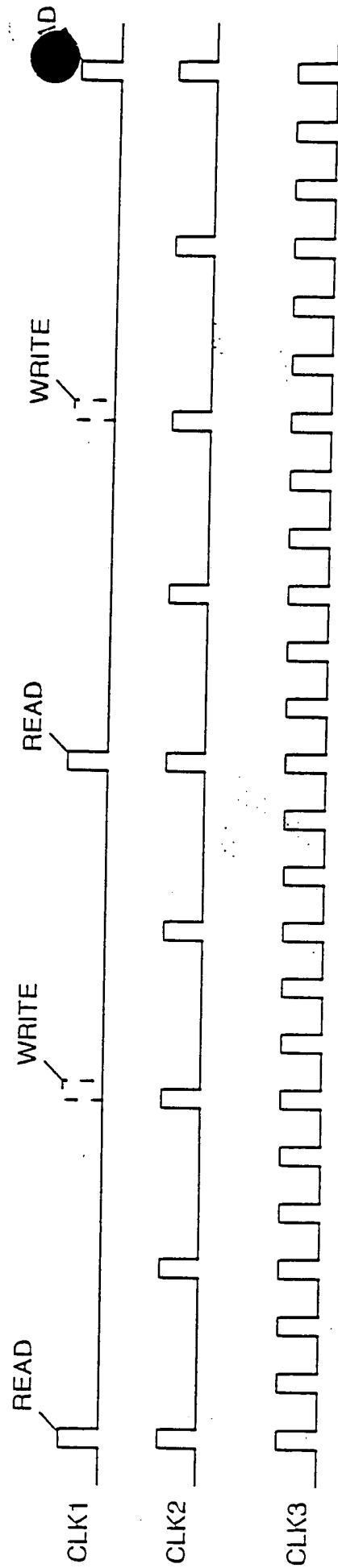


FIG. 30A

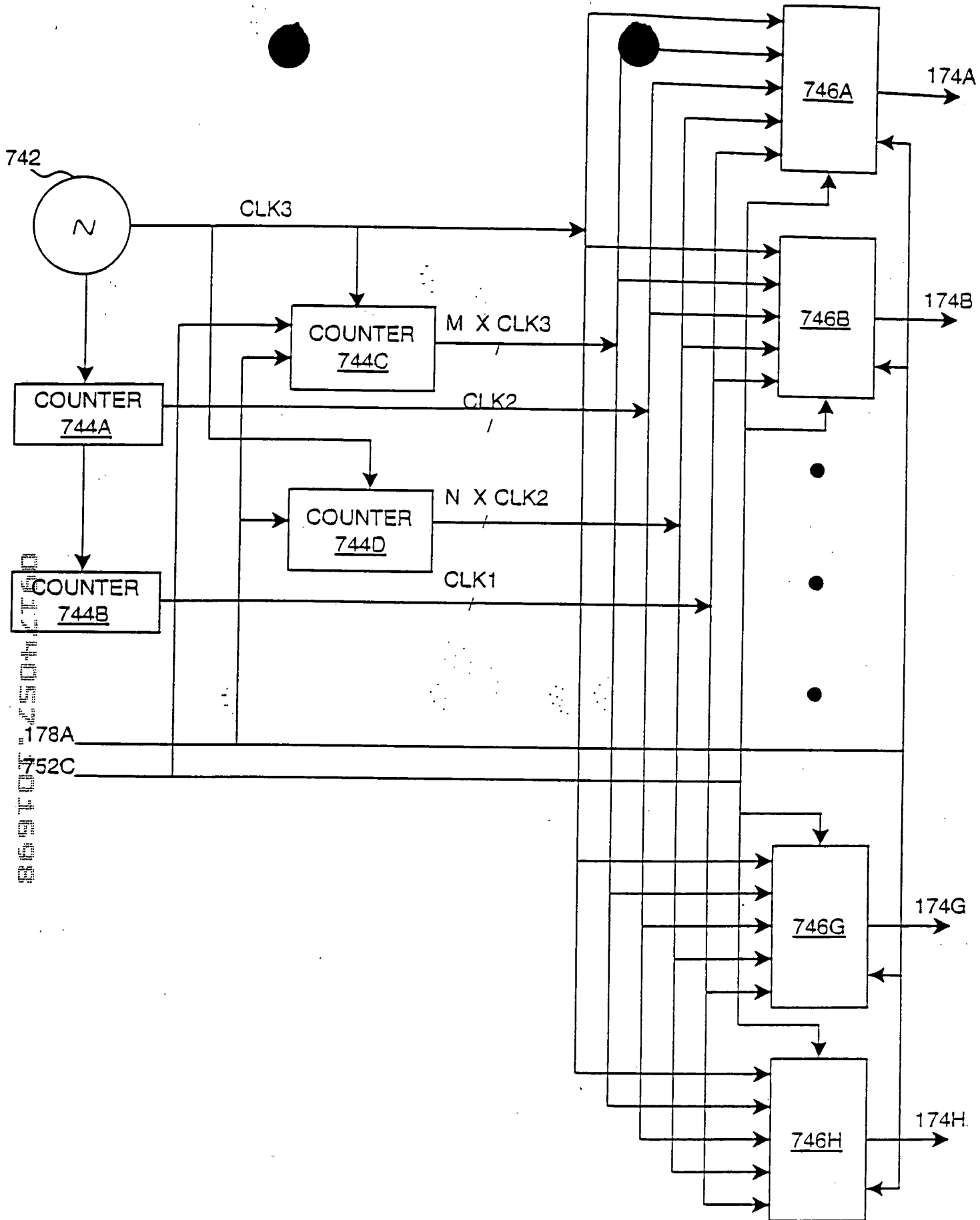


FIG. 30B

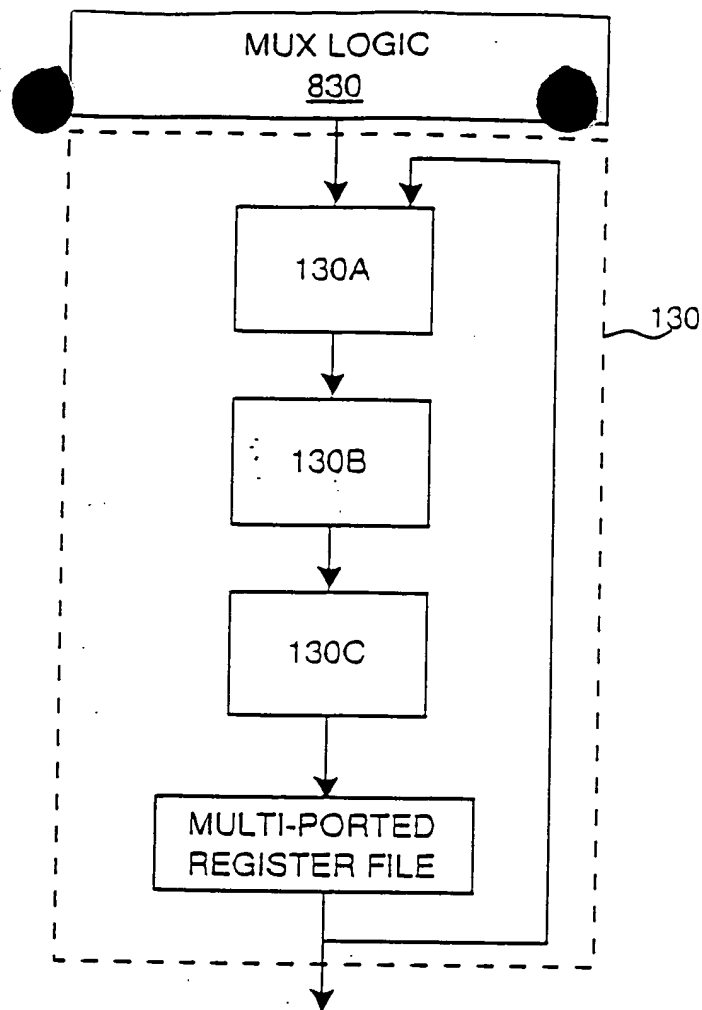


FIG. 31

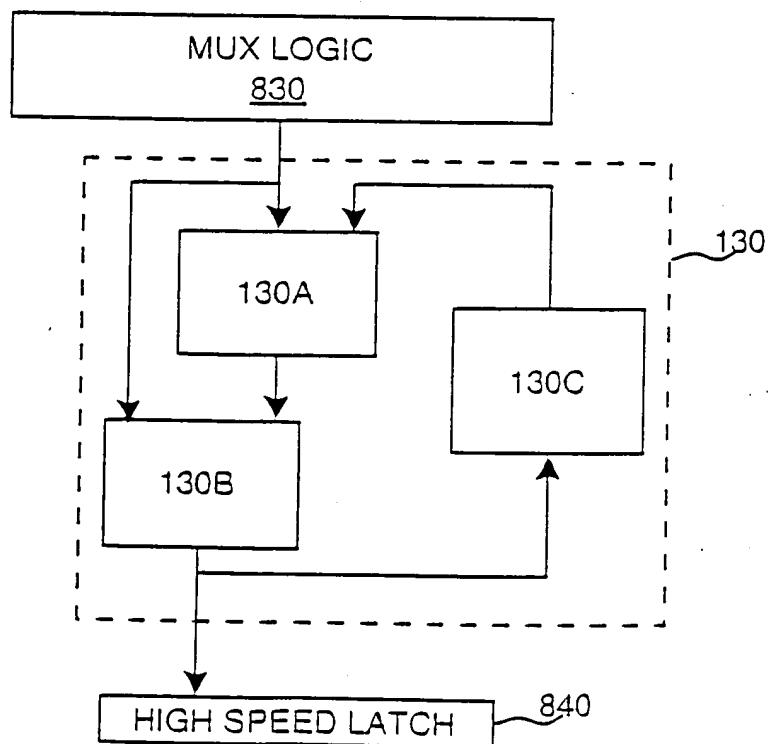


FIG. 32

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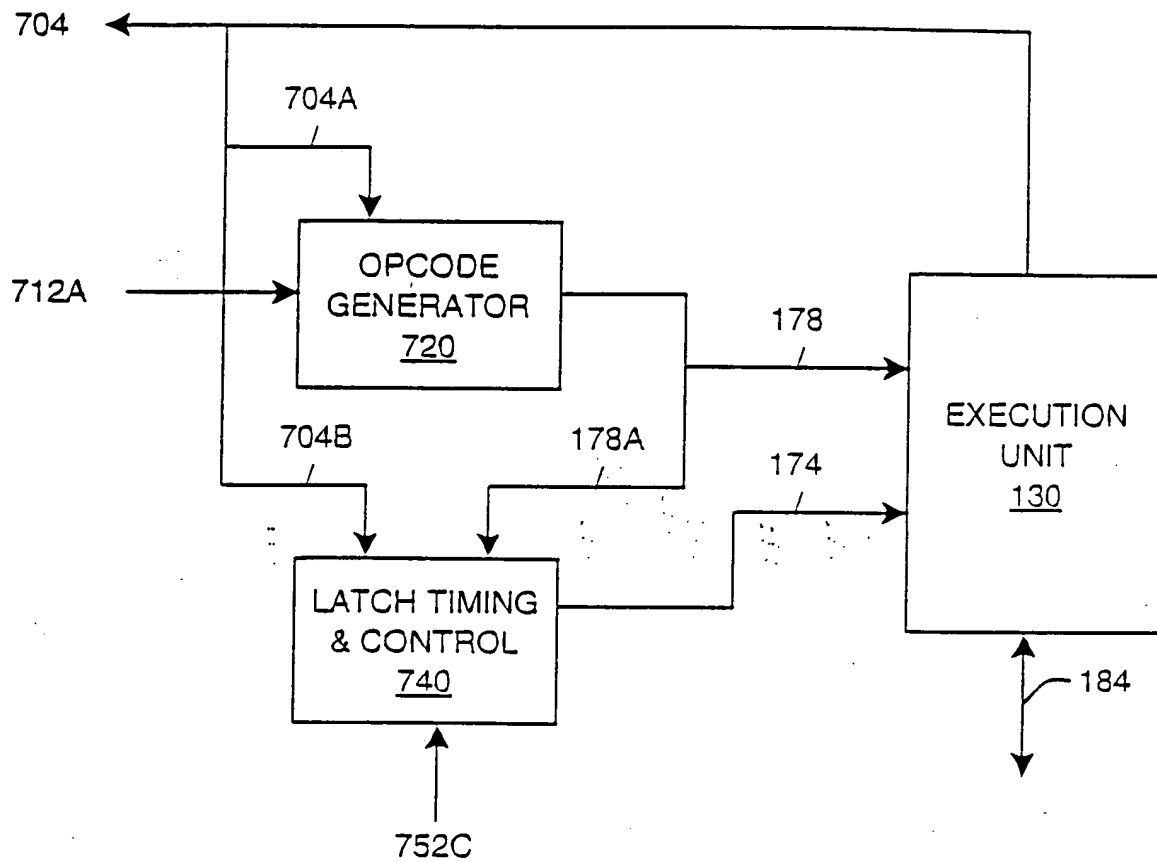


FIG. 33

09174057-101698

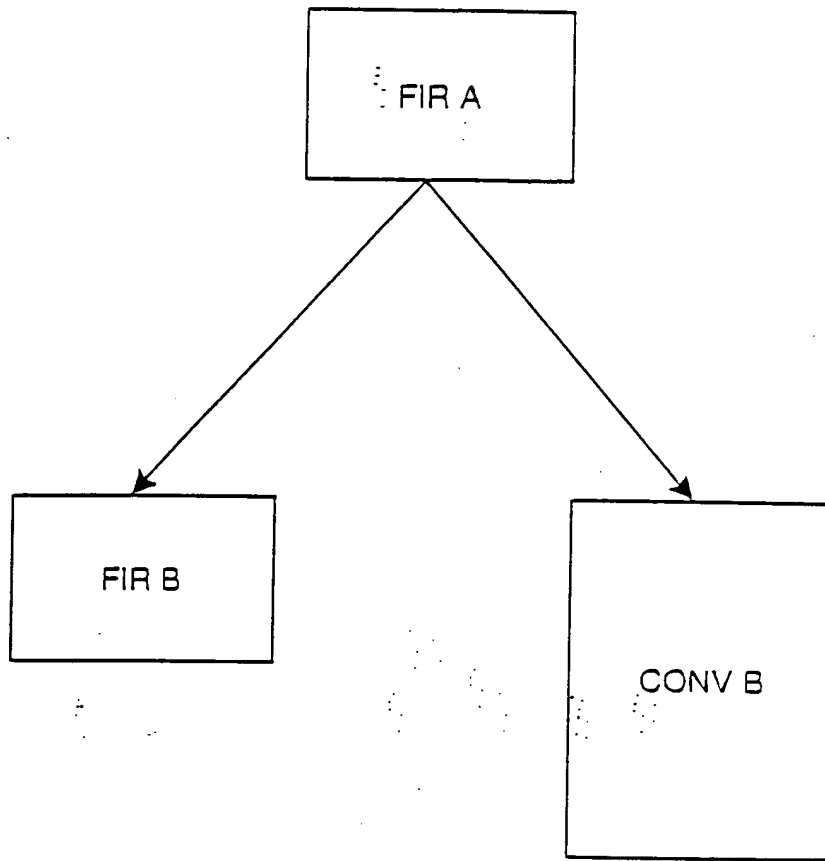


FIG. 34

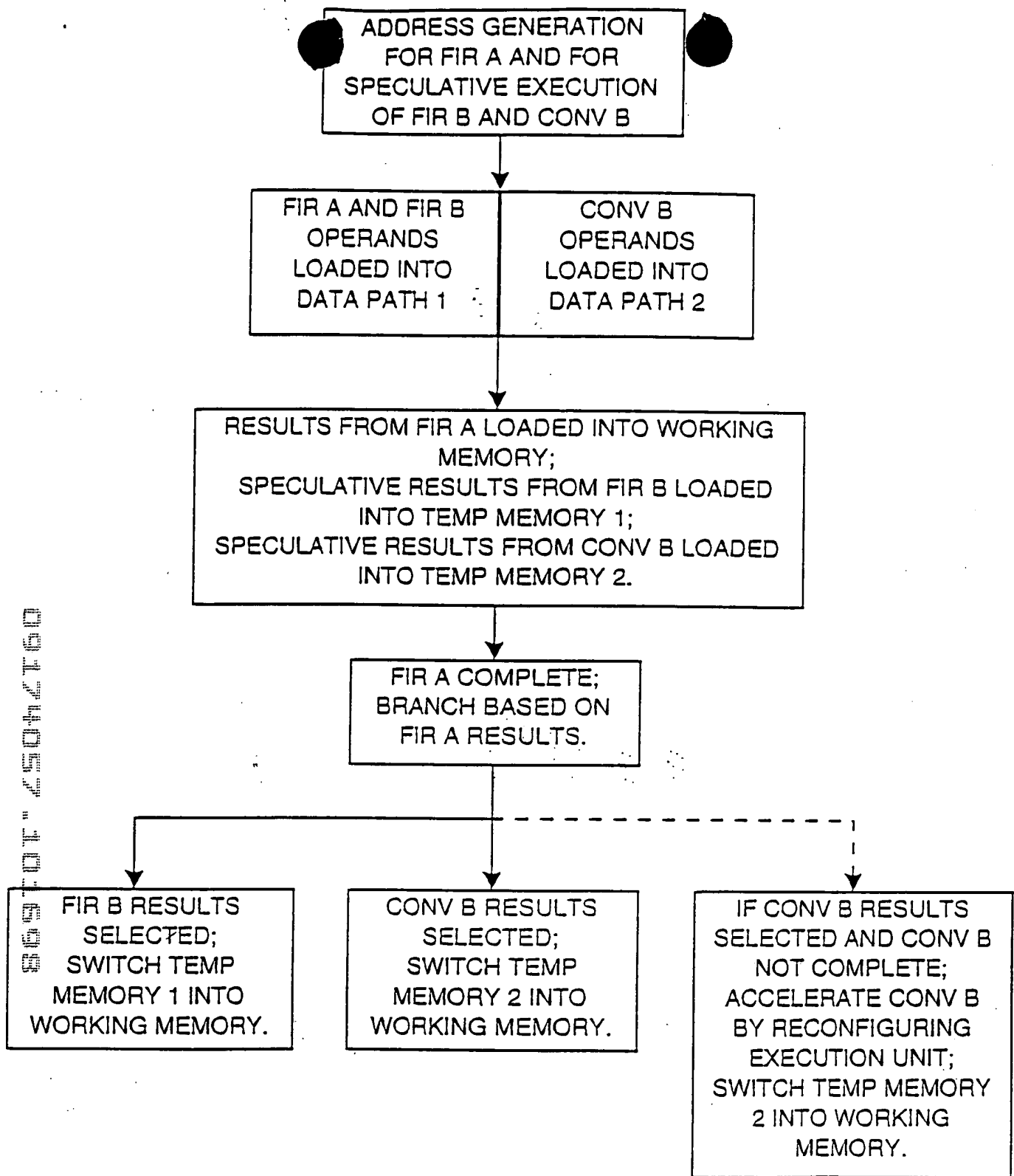


FIG. 35

869101-2504750

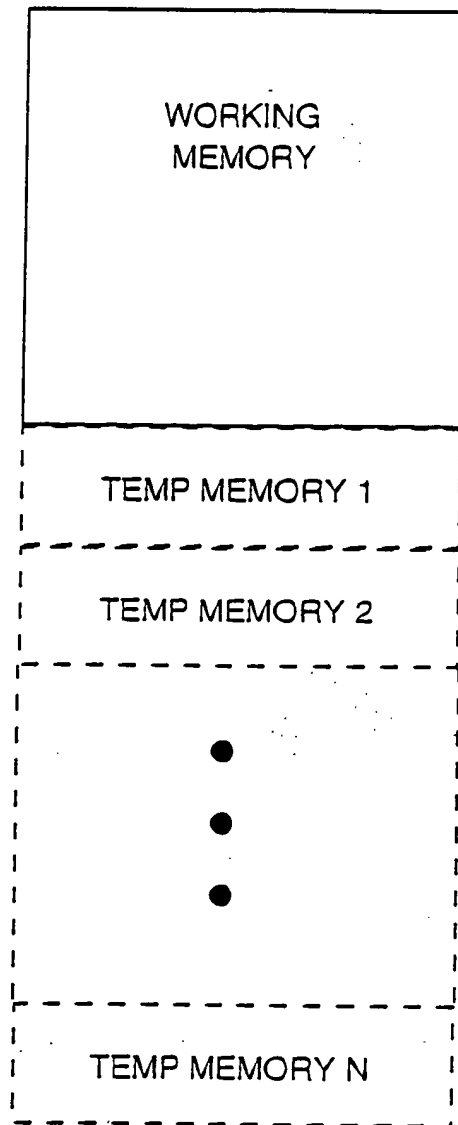


FIG. 36



Stellar Technologies, Ltd.

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

RAMDSP™

Provides cost effective high performance & low cost
by tightly coupling 2Mbits - 64Mbits DRAM on
the same chips as the DSP engine.



Stellar Technologies, Ltd.

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

- Background
- Business Model
- Comparisons
- Architecture
- Issues and Next Steps



Stellar Background

The developer of RAMDSPTM
Integrating Ram & Digital Signal Processing

Founded by Richard Rubinstein, President and CEO in 1994.

Mr. Rubinstein has extensive background & experience in VLSI technology, DSP, team building and product line P&L's.

- Intel
- Cypress Semiconductor
- Data General
- Sharp Micro Electronics



Stellar Background

cont..

The developer of RAMDSP[™]
Integrating Ram & Digital Signal Processing

- Santolina Associates of San Jose, CA invested in Stellar Technologies, LTD. in December, 1996.
- Santolina Associates has a member on Stellar Technologies, Board of Directors.



Stellar Background

Patents

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

• Patent Applications Filed

Stellar's Patent Counsel

Marger, Johnson, McCollum & Stollowitz, P.C. Portland, Oregon
Mr. Stollowitz is Stellar's Patent Attorney

5



Stellar Business Model

DRAM Product Focus

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

- Fast ATM Switch including signal processing and computation
 - Web-TV: ADSL, JPEG, and Web Browser
 - Game Machines, PDA devices, DVD Applications
 - Video Systems Applications: frame buffer, MPEG, and graphics
 - Telecommunications
 - High-Performance Ethernet Physical Layer
- (All of the above require high-performance and substantial amounts of DRAM)



Stellar Business Model

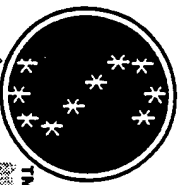
Potential Micron / Stellar Business

Relationships

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing

- Micron's technical and market focus brings embedded technology to market with 2 - 4x performance of TI's TMS320C60 at reduced power and system costs
- Micron manufactures and sells products defined and designed by Stellar and transferred to product manufacturing by Micron
- Stellar interests are to obtain a royalty stream from **RAMDSP™** products sold by Micron



Stellar Business Model

Potential Micron / Stellar Business

Relationships

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

Stellar provides **RAMDSP™** silicon design and software to support high-performance, low-power, low-cost DRAM applications.

- **RAMDSP™** may function as DSP accelerator working in conjunction with a separate front-end controller, or
- **RAMDSP™** implements stand-alone applications that don't require a front-end controller.
- For either of the above, Stellar
 - designs with Micron's tools,
 - sells a license to Micron for **RAMDSP™** technology, and
 - obtains a royalty stream for designs and products sold.
- Stellar will train Micron engineers on **RAMDSP™** software tools and support custom DSP library development.



Stellar Business Model

Milestones and Costs

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing

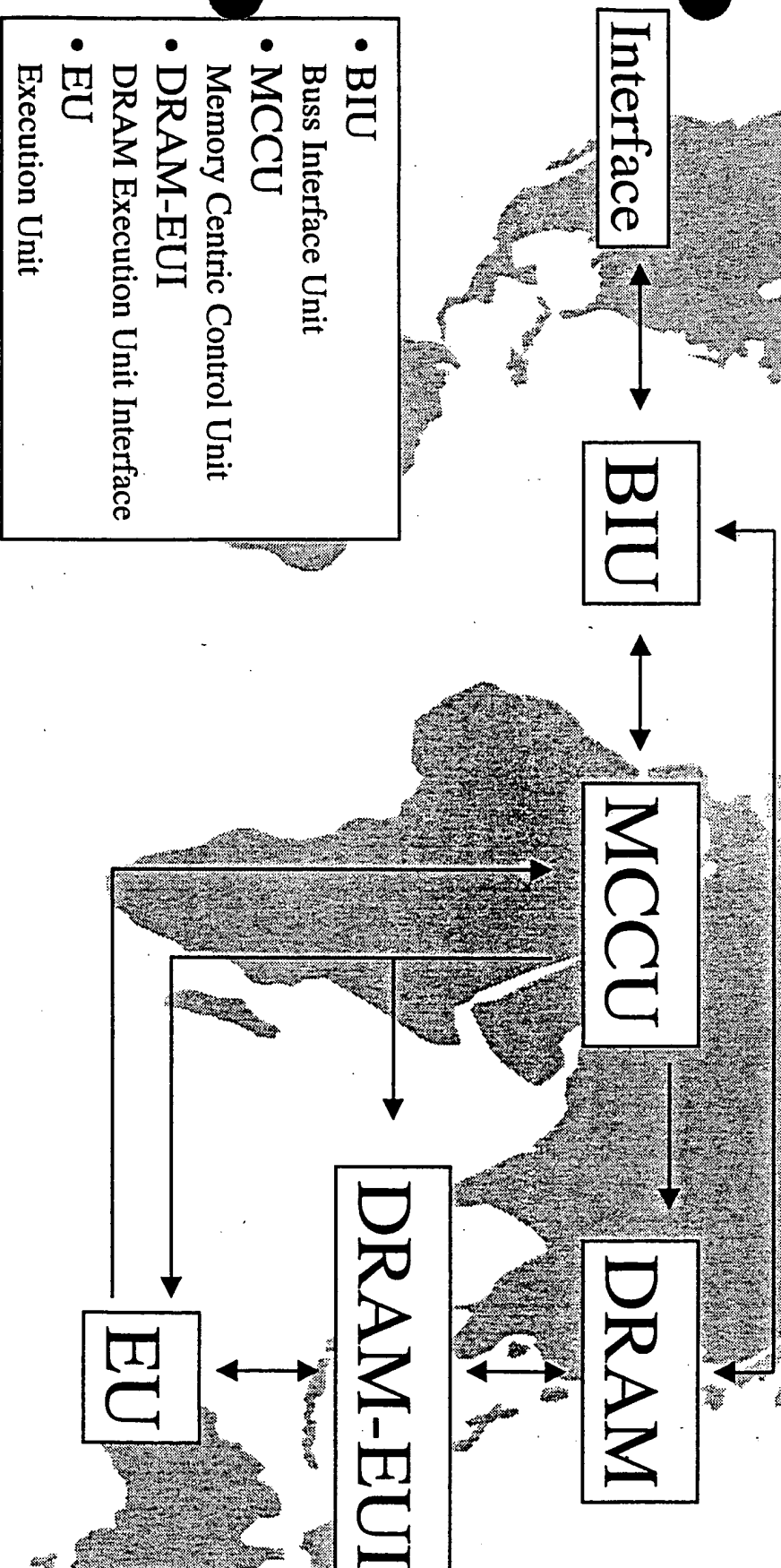
- Q4/97 Functional Specification for MPEG Application \$650,000.00
- Q1/98 Functional Simulator and Assembler
- Architecture Specification for MPEG Application Complete \$650,000.00
- Q2/98 Simulator and Behavioral RTL verified, \$650,000.00
- Q1, Q2/98 MPEG Application and Market Development \$450,000.00
- Q4/98 Software Tools plus MPEG port complete \$1.6 million
- Q1/99 Prototype Silicon \$3.5 million

(above funds prepay part of IP license and royalties)



Stellar Architecture

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing



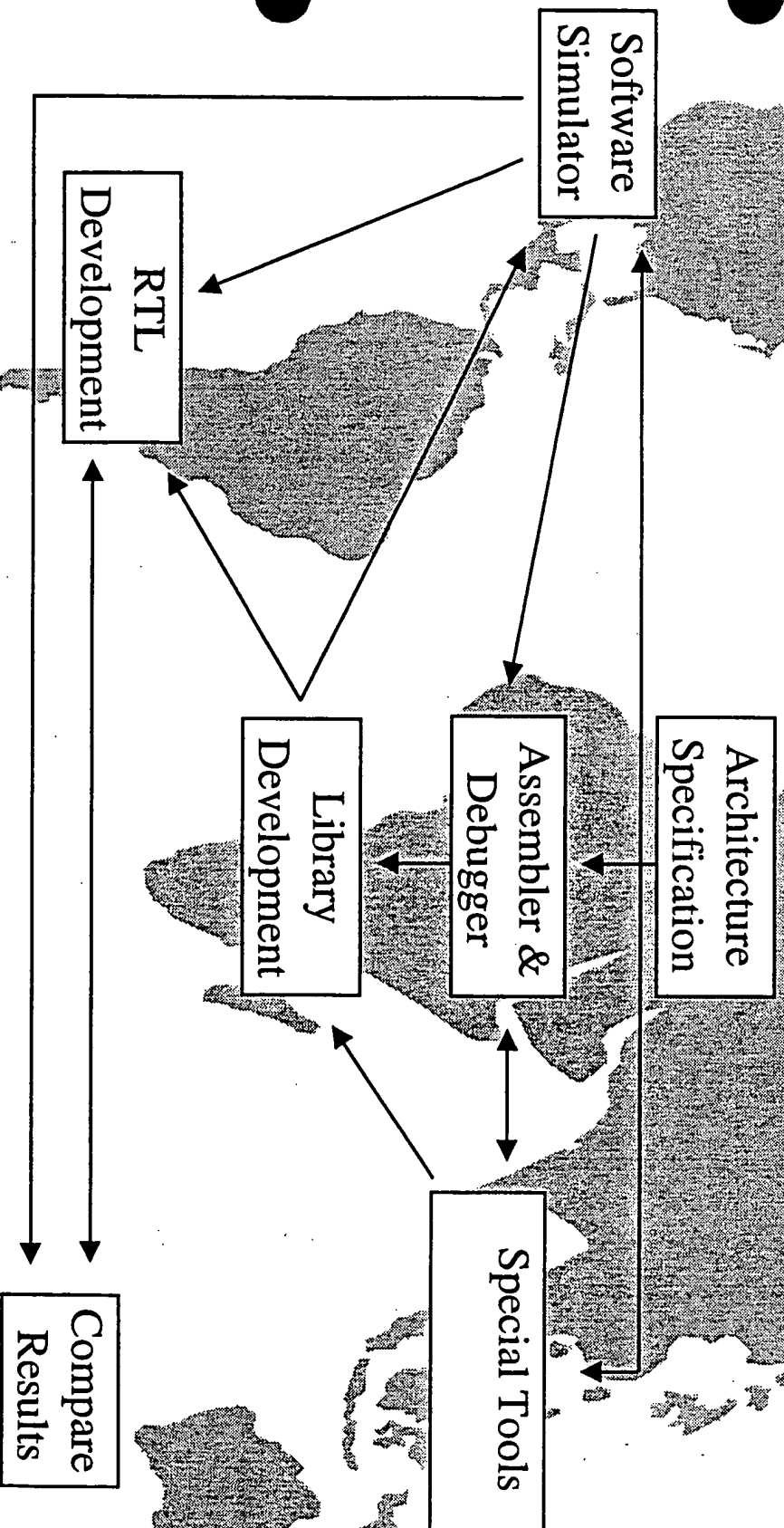


Stellar Architecture

Development Process

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing





Stellar Cost/Performance

Power

The developer of RAMDSP™
Integrating Ram & Digital Signal Processing

Stellar's RAMDSP™ Architecture

has been compared to TI's device:

TMS320C6X - 200 MHz • 1,600 MIPS

- Power Dissipation Approximately 1/2**

****At comparable performance to TI. RAMDSP™
will require approximately 1/2 the power**



Stellar Cost/Performance

Processing Speed

RAMDSP™

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

Stellar's Architecture RAMDSP™

Has been compared to TI's device:

TMS320C6X - 200 MHz • 1,600 MIPS

- Performance Approximately 1 - 4x***

*** **RAMDSP™** product family will support performance
range of 1 to 4 times the performance of

TMS320C6X on a single chip



Stellar Cost/Performance

System Cost

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

Stellar's RAMDSP™ Architecture

has been compared to TI's device:

TMS320C6X - 200 MHz • 1,600 MIPS

- System Cost Approximately*
 - 1/8 x TI with 4 - 8 Mb DRAM
 - 1/4 x TI with 8 - 16 Mb DRAM
 - 1/3 x TI with 16 - 64 Mb DRAM

** Based upon DRAM Integration*

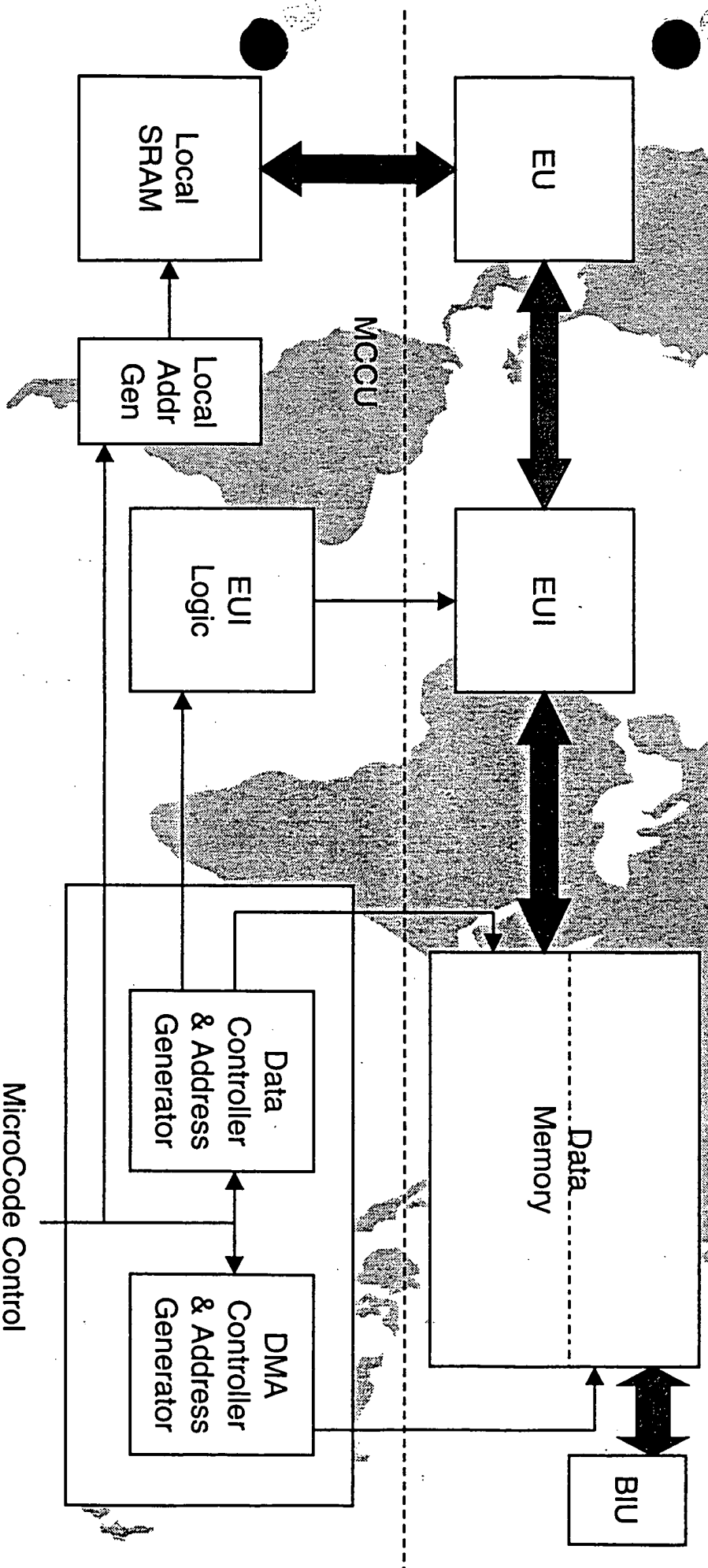


Stellar Architecture

Data Ram & Local Ram

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing



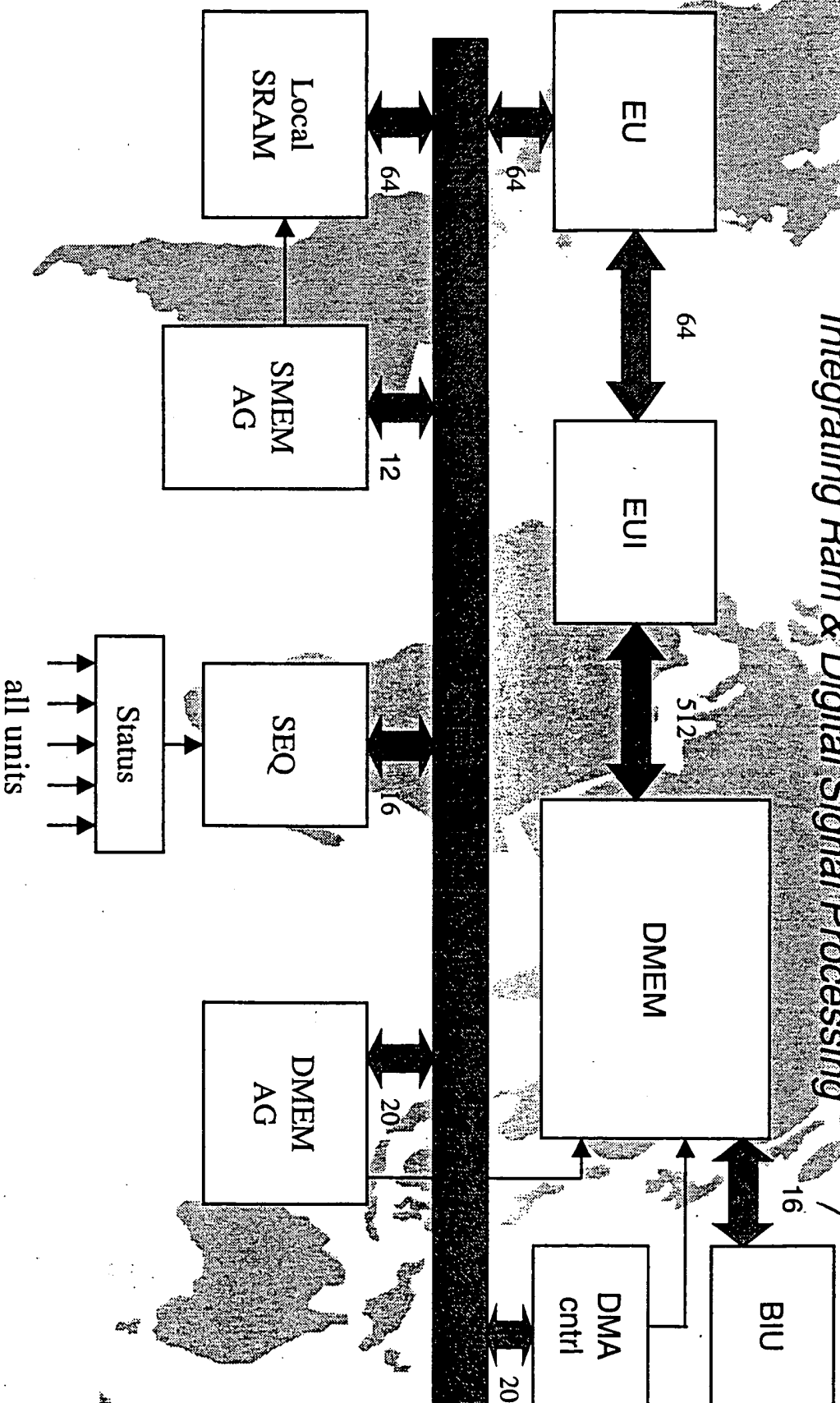


Stellar Architecture

Data RAM & Local Ram

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing





Stellar Architecture

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

- Low Speed - DMEM nominal cycle time = 40 ns = major cycle
- High Speed - EU and SMEM nominal cycle time = 5 ns
- Intermediate speed - SEQ and DMEM AG needs to be four times faster than DMEM.
 - Therefore, nominal cycle time = 10 ns
- The ratio for the number of cycles per major cycle is:
 - 1:4:8 for 40 ns DRAM
 - 1:4:4 for 20 ns DRAM



Stellar Architecture

Memory Centric Controller Unit cont.

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

RAMDSP technology applies to both
DRAM and SRAM data memory

- Memory Addressing for Execution Unit
- Operation Control Fields
- Execution Unit timing
- Memory interface unit timing and control
- Control for reconfiguring and sharing memory

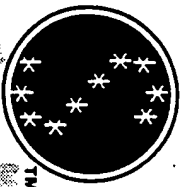


Stellar Architecture

Memory Centric Controller Unit cont.

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

- Power Management Control
- Addressing for Multiple Memory Blocks, Multiple Execution Units, and Memory I/O
- Provision for Fast Local Storage
- Full Support for Conditional Execution
- Provides Complete Built-in Self Test Capabilities
 - reduces manufacturing costs
 - implements control information for repair



Stellar Architecture

MCCU Interface Controls

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

- Status Block Information Control from Engine to Core processor
- Interrupt Handling Processor ↔ Engine
- Engine To Engine Communications
 - Multi-processor support
 - Status
 - Stand-alone processing
 - Interrupts
- Support for Memory Mapped Instructions from Core processor to Engine

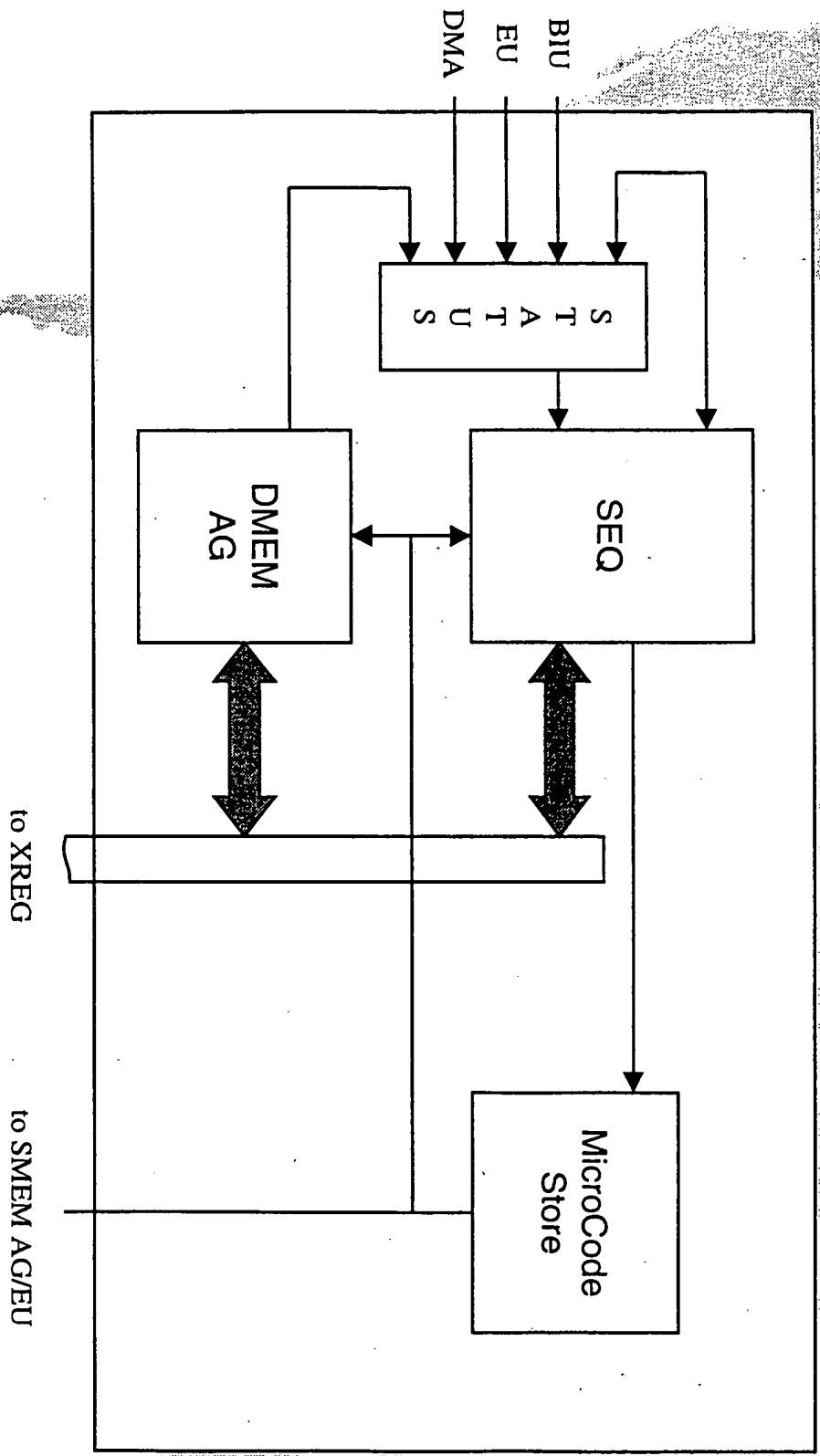


Stellar Architecture

MCCU Block Diagram

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing



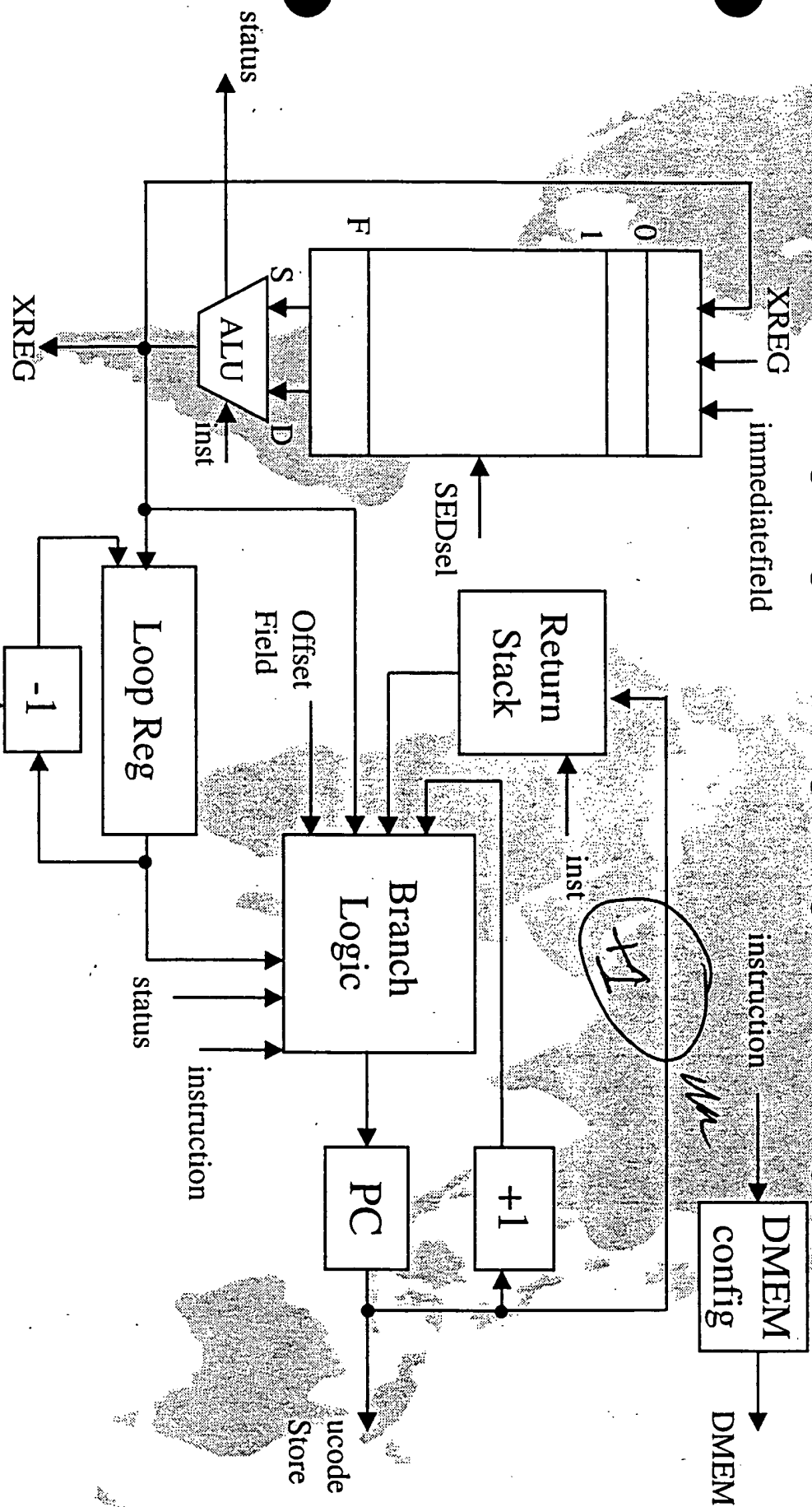


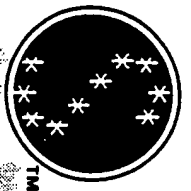
Stellar Architecture

MCCU Sequence Controller

The developer of RAMDSPTM

Integrating Ram & Digital Signal Processing

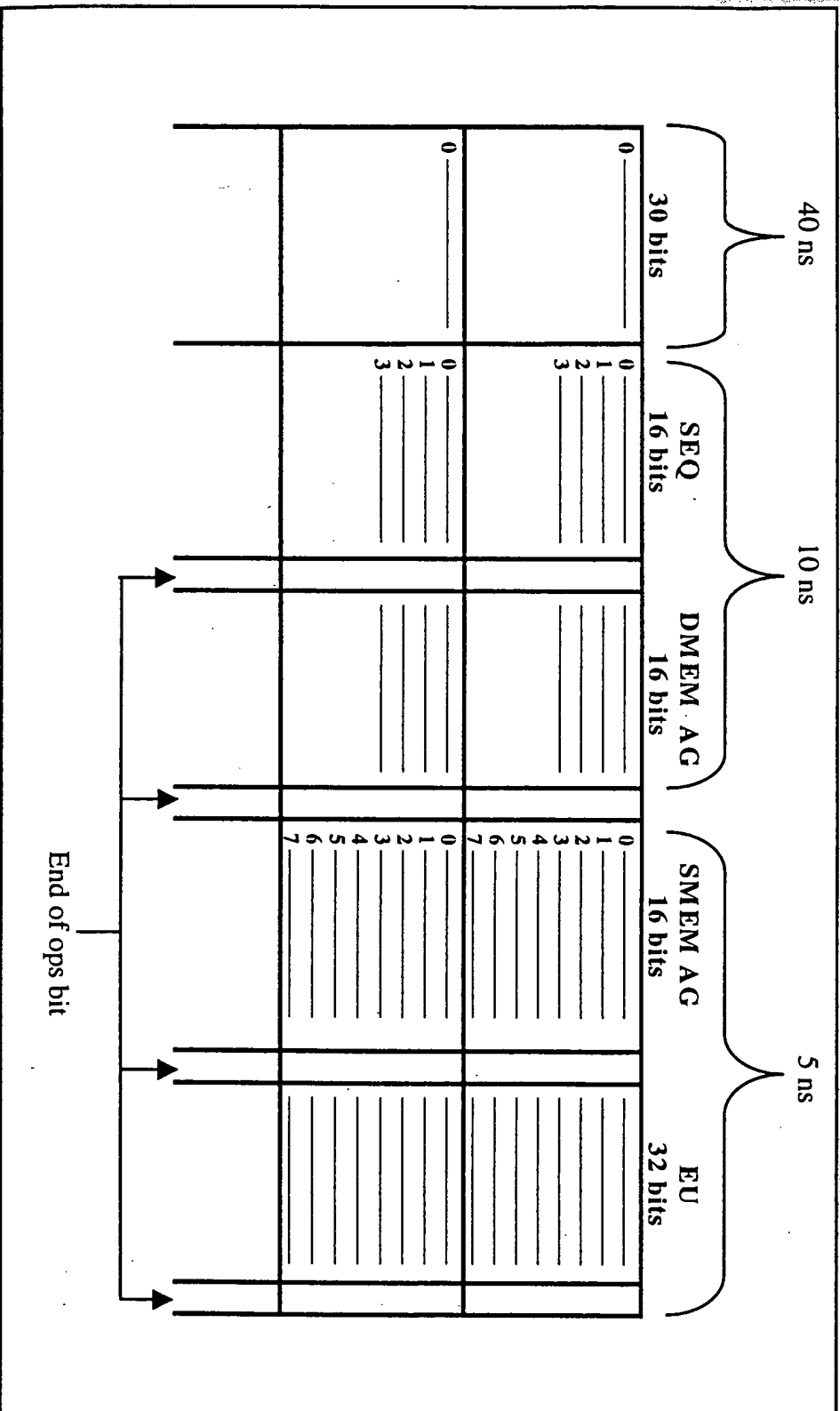


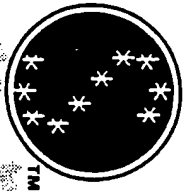


Stellar Architecture

MicroCode Store Segmentation

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing





Stellar Architecture

MicroCode Store

The developer of RAMDSP™

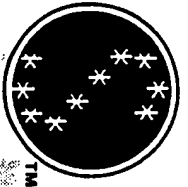
Integrating Ram & Digital Signal Processing

End of Operations Bit

- The EOO Bit is set by the assembler
- When the EOO Bit is encountered, that MicroCode block is idle until the start of the next major cycle
- Note that the units are idle during a NOP

Example of EOO Bit for DMEM AG

Assembler Code	Machine Code	EOO Bit
inc 3, setaddr	1 2 3 0	1
nop	0 0 0 0	0
nop	0 0 0 0	0
nop	0 0 0 0	0



Stellar Architecture

Data Ram Partitioning

The developer of RAMDSP[™]

Integrating Ram & Digital Signal Processing

- Data Ram addressed in 8 assignable segments
- Execution Unit and Bus Interface Unit swap data segments transparently
- Fixed segments preserve algorithm state
- MCCU controls reconfiguration and coordinates processing with I/O

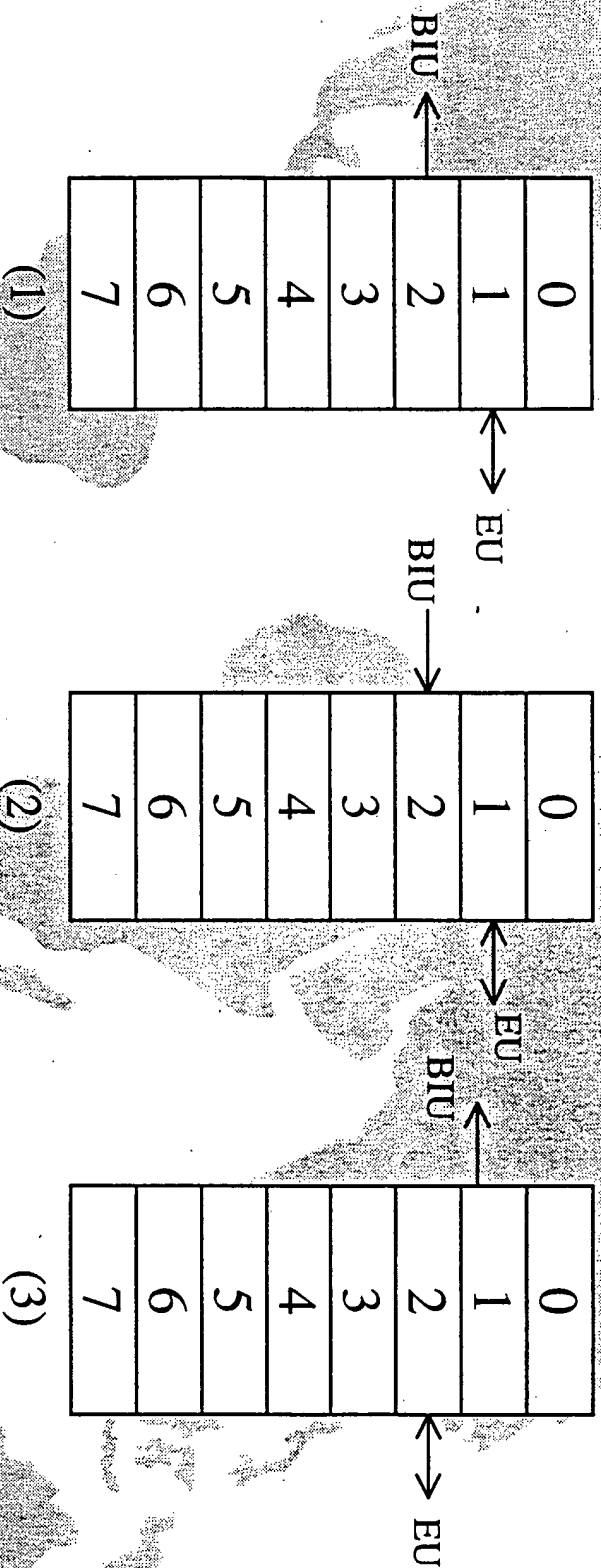


Stellar Architecture

Data Ram Partitioning

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing



1. Current execution with segment 1 while last results are unloaded from segment 2.
2. Execution continues with segment 1 while next data is loaded into segment 2.
3. Segments are reassigned - execute with segment 2 while previous results are unloaded from segment 1.



Stellar Architecture

Bus Interface Unit

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

- Provides a high bandwidth programmable interface to standard and custom busses
- Shares control with the MCCU
- Direct path to DRAM I/O Blocks



Stellar Architecture

Bus Interface Unit

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

- Maintains high bandwidth communication between BIU and DRAM block
- Support for various standards
 - Synchronous DRAM
 - EDO
 - Rambus
 - PCI
- Simple interface can substitute for BIU, e.g., standard memory buss interface



Stellar Architecture

Execution Unit

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

- Extendable Architecture
- Two ↔ Eight Way SIMD
- Local Memory Support for Execution Units
- Branch and Interrupt Status Feedback To MCCU



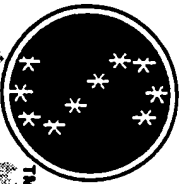
Stellar Architecture

Execution Unit Interface

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

- Provides Interface to correctly match Execution Unit DRAM bandwidth
- Includes Capability for merging data from multiple DRAM memory blocks into one Execution Unit

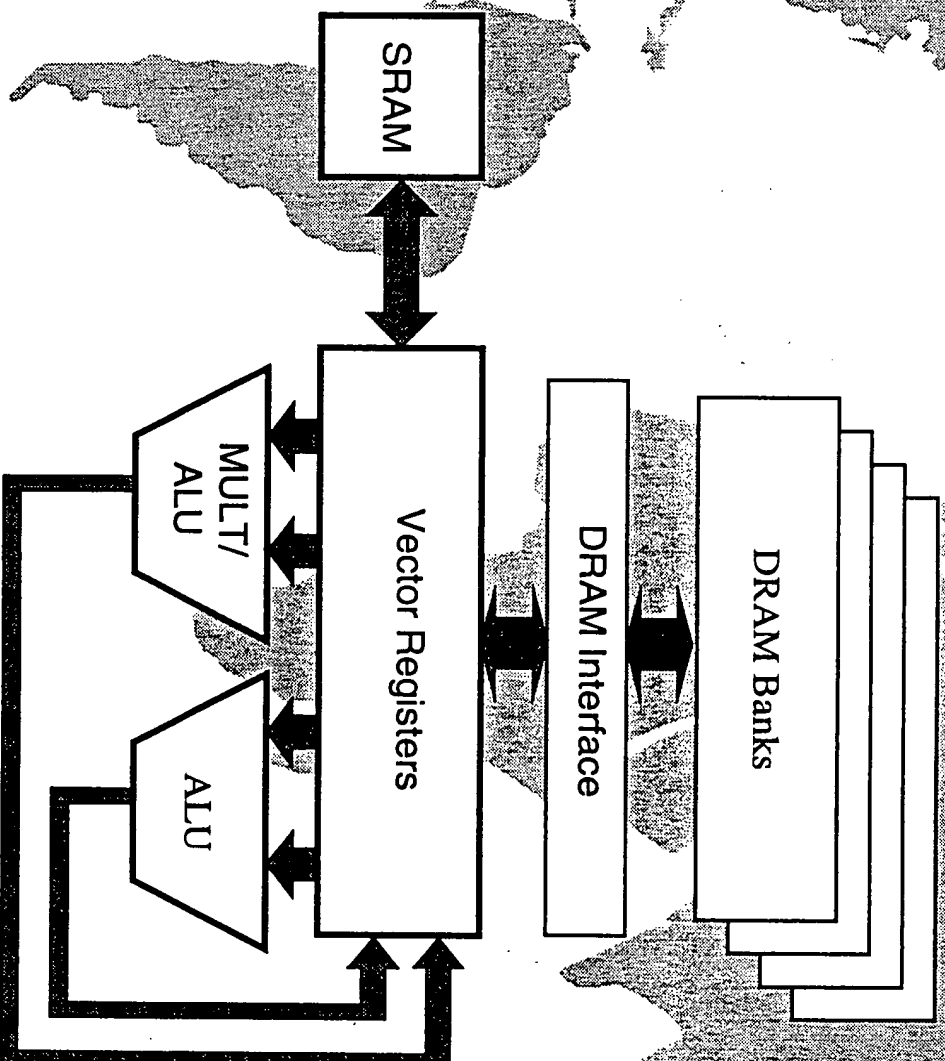


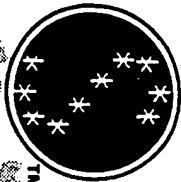
Stellar Architecture

Parallel SIMD Style Execution Unit

The developer of RAMDSP[™]

Integrating Ram & Digital Signal Processing





Stellar Architecture

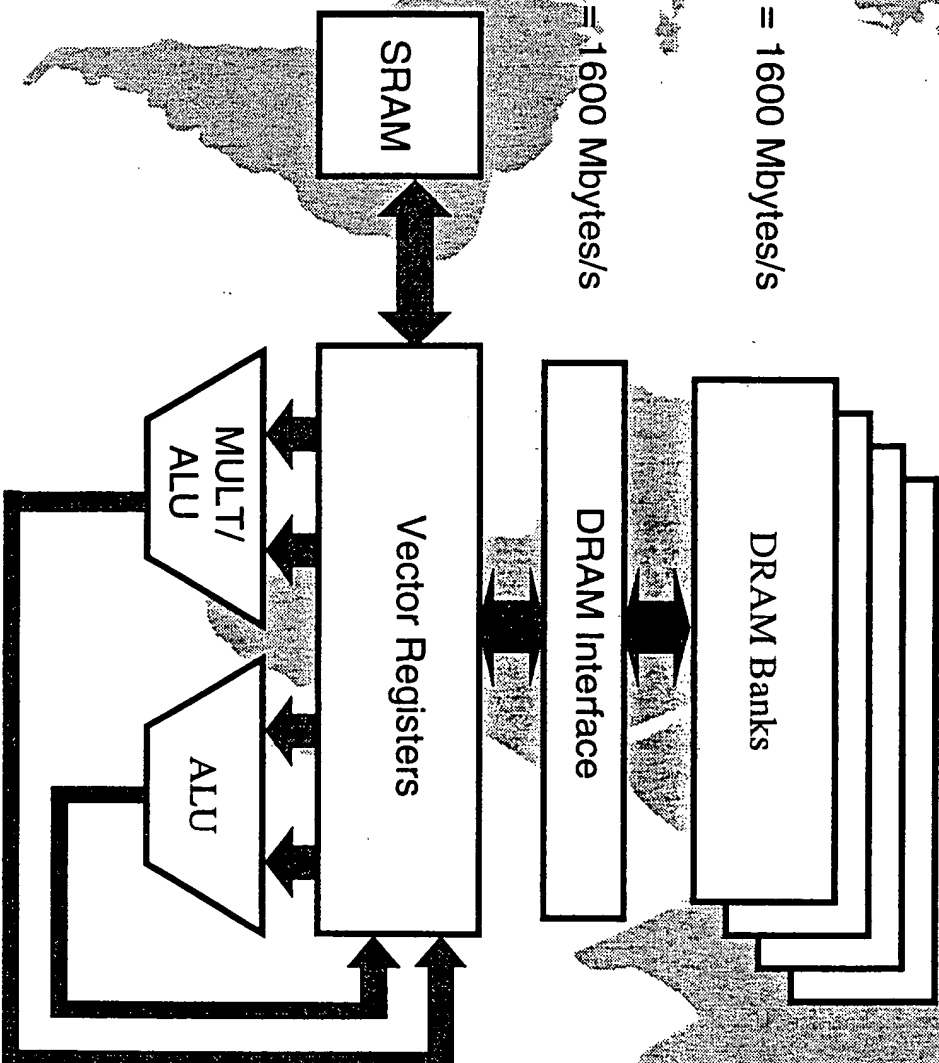
Matched Data Rates

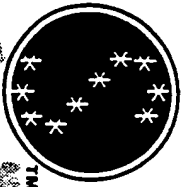
The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing

25 MHz x 512-bits = 1600 Mbytes/s

200 MHz x 64-bits = 1600 Mbytes/s



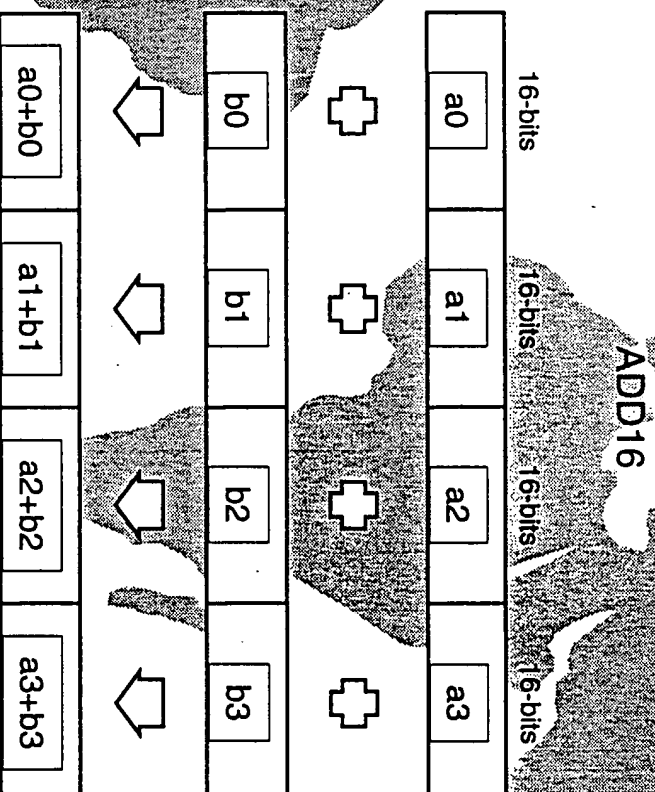


Stellar Architecture

Parallel SIMD Execution Unit

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing





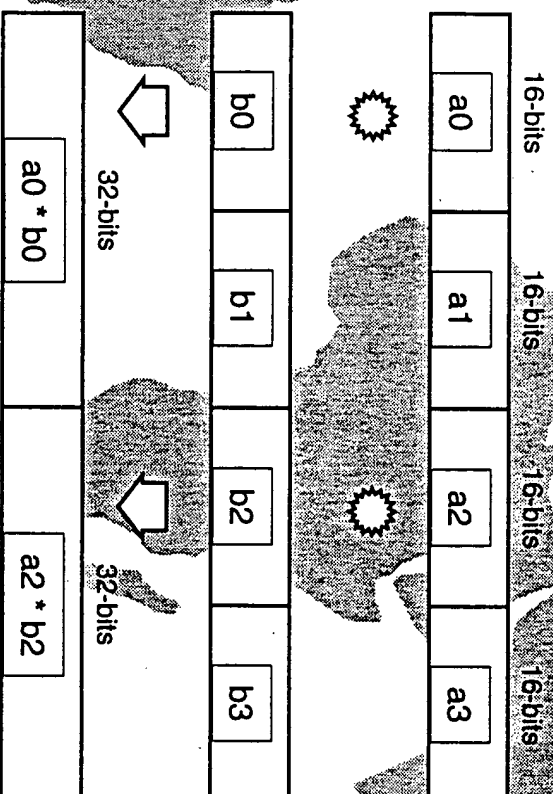
Stellar Architecture

Parallel SIMD Execution Unit

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

MULH16





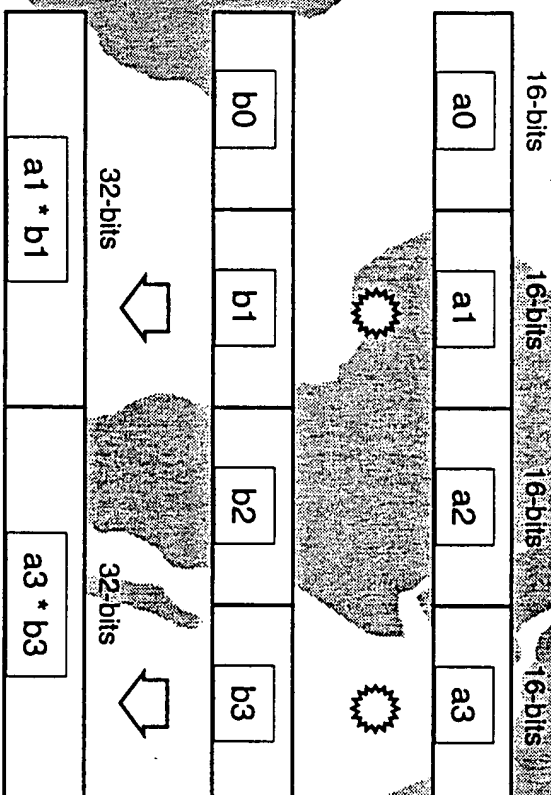
Stellar Architecture

Parallel SIMD Execution Unit

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing

MULLO16





Stellar Architecture

SIMD uCode Instructions

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

- Multiplier can do some Adder operations
- Parallel 8, 16, 32-bit ADD, COMP, SHIFT (signed, unsigned, or saturating)
- Parallel 8, 16-bit MUL (to double width) (odd or even; signed or unsigned)
- 64-bit AND, OR, XOR
- Parallel PACK and UNPACK (odd or even fields)
- MOVE and MERGE (under mask)
- LDZero, LDOne (for normalization and compression)



Stellar Architecture

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing
Special Instructions for MPEG

- Parallel 8, 16, 32-bit Absolute Value of Difference
(signed, unsigned, or saturating)

$$c = |a-b|$$

- Parallel 8, 16, 32-bit Add, Round and Shift
(signed, unsigned, or saturating)

$$c = (a+b+2*n)>>(n+1)$$

example: $n=0$

$$c = (a+b+1)>>1$$

example: $n=7, b=0$

$$c = (a+2*7)>>8$$



Stellar Architecture

Vector Programming Model

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

- 8 element, 64-bit vector registers match DRAM speed to Execution Unit speed
- Sequencer-controller generates vector slices of micro-code, loops and branches
- Conditional execution and vector merge support data-dependent threads

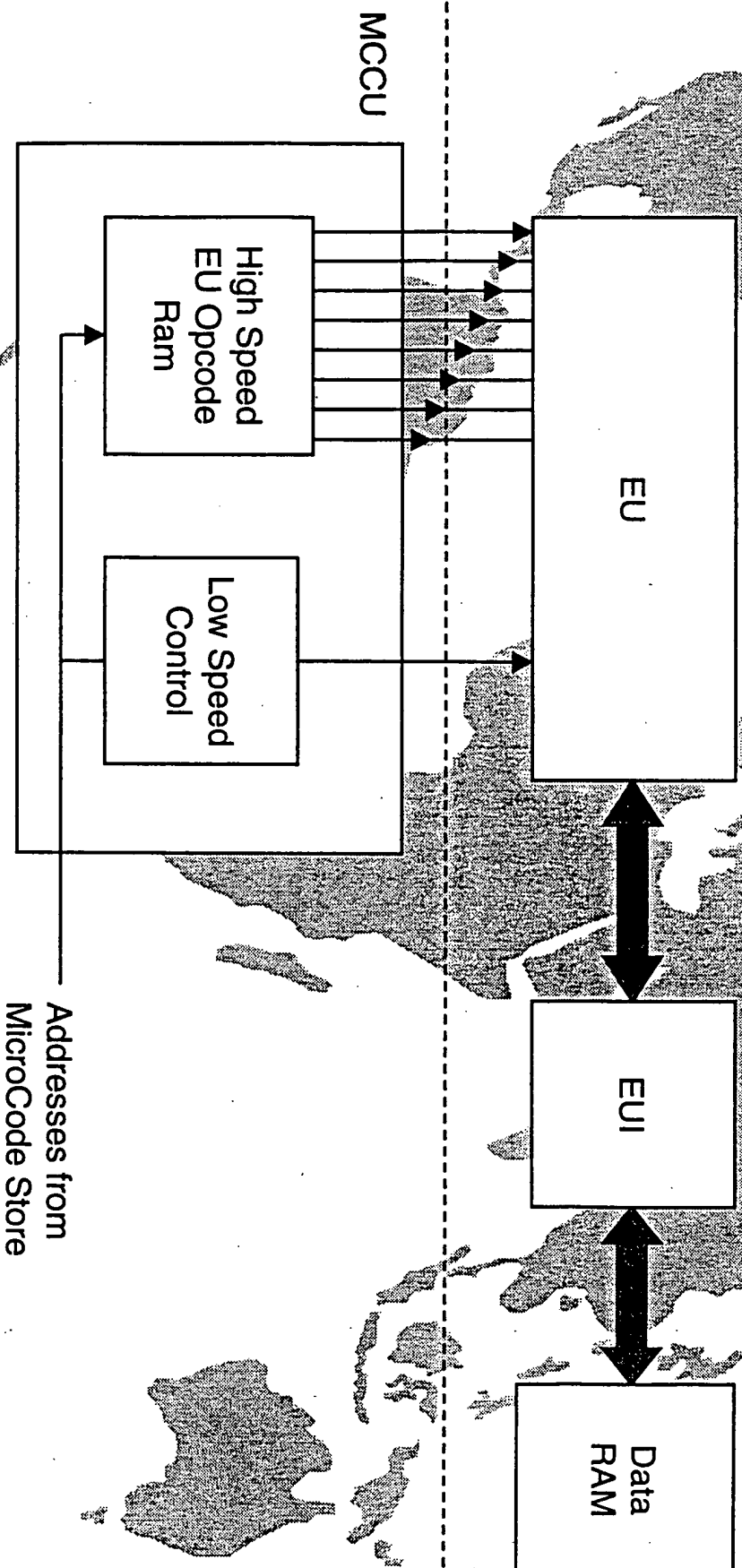


Stellar Architecture

EU Opcode Generator

The developer of **RAIDSP™**

Integrating Ram & Digital Signal Processing



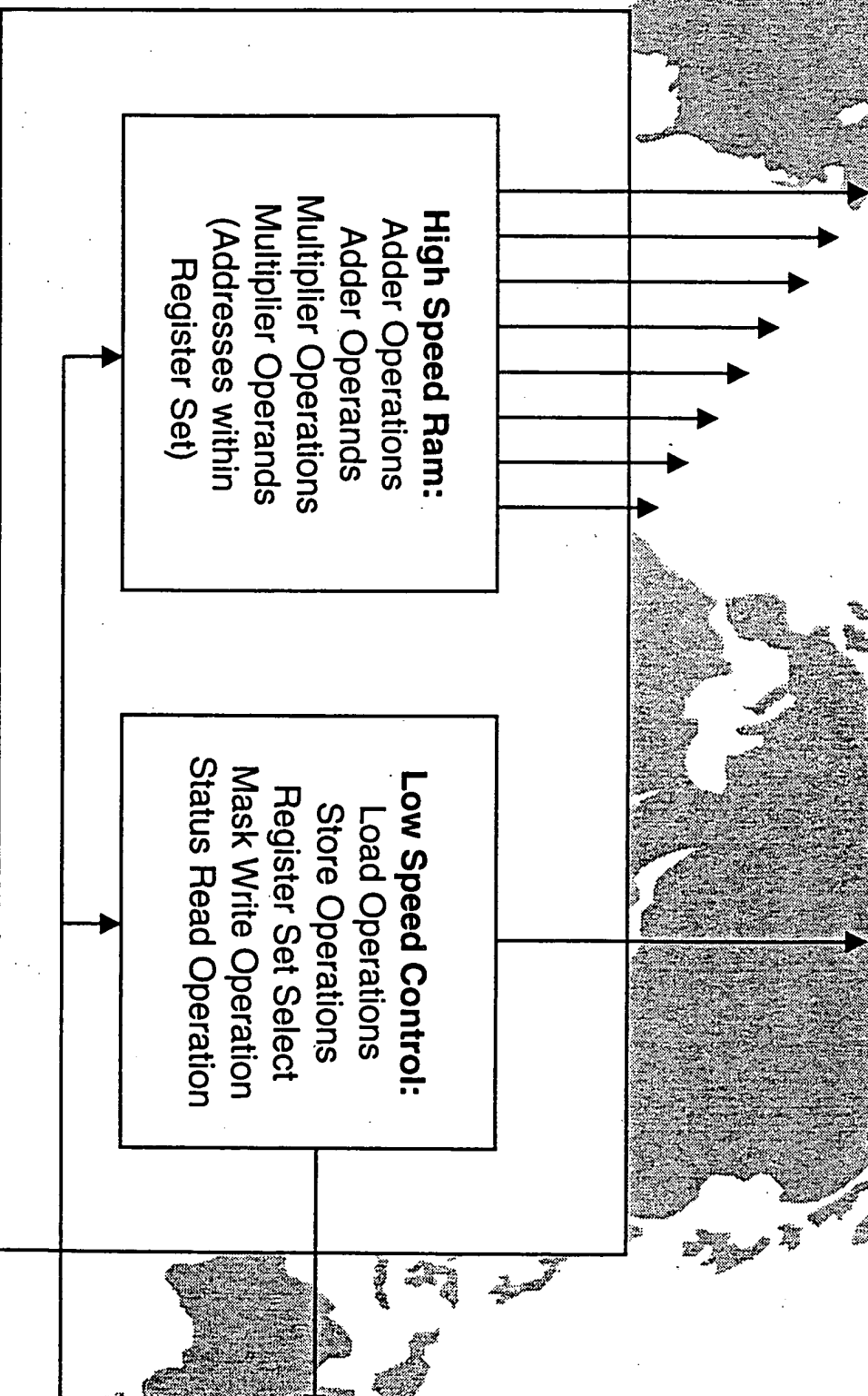


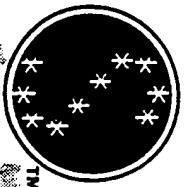
Stellar Architecture

EU Opcode Generator

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing





Stellar Architecture

Peak Execution Rates

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

- 200 MHz Execution Unit / 25 MHz DRAM (nominal)
- $4 \times (8\text{-bit Mult} + 16\text{-bit Add}) = 8 \times 200 \text{ MHz} = 1600 \text{ Mops or}$
- $2 \times (16\text{-bit Mult} + 32\text{-bit Add}) = 4 \times 200 \text{ MHz} = 800 \text{ Mops or}$
- $8 \times (16\text{-bit Add}) = 8 \times 200 \text{ MHz} = 1600 \text{ Mops or}$
- $16 \times (8\text{-bit Add}) = 16 \times 200 \text{ MHz} = 3200 \text{ Mops}$
- Memory Bandwidth
 $8 \text{ Bytes} \times 200 \text{ MHz} = 1600 \text{ MByte/s}$
(per 64-bit data path)
- Depending on DRAM technology, up to 4 64-bit data paths and execution units may be accommodated



Stellar Architecture

Data Path Sizes

The developer of RAMDSP™

Integrating Ram & Digital Signal Processing

- Memory R/W 64bits x 8 = 512-bits per DRAM cycle
or = 256 bits for 50 MHz DRAM
- Registers 64-bit x 8 x 16 = 8K bits (4K → 8K range)
(above depends on DRAM speed and target application)
- DRAM size = 2 - 64 M bits can address 512 Mbits
- SRAM size = 0 - 64 K bits

(function of Register File size and application)



Stellar Architecture

RAMDSP vs. T1C6x Characteristics

The developer of RAMDSP™
Integrating Ram & Digital Signal Processing

- Simpler data paths reduce power:
8 port register file for **RAMDSP™** vs. 15 ports for T1
- ~~Better~~ ^{Better} uCode density due to SIMD instructions and vector register set organization (32 - 64 bits vs. 256 bits for T1)
- ~~Lower~~ ^{Better} power control circuits (due to lower clock rate)
- All application data 'on chip' eliminates data transfer bottleneck, while memory reconfiguration eliminates on-chip data movement



Stellar Architecture

RAMDSP vs. T1C6x Characteristics

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing

- Flexible SIMD style execution allows additional data parallelism and 2 - 4x execution speed

• **T1C6x:**

2 x 32-bit adds per clock

and

2 x 16-bit mults

• **RAMDSP™:**

2 x 32-bit adds per clock

4 x 16-bit adds or

8 x 8-bit adds

and

2 x 16-bit mults

4 x 8-bit mults

or

4 x 32-bit adds

8 x 32-bit adds

16 x 8-bit adds

- And **RAMDSP™** can support 2 - 4x the number of data paths per chip based on it's lower power and die size requirements



Stellar Architecture

Compiler Support

The developer of RAMDSPTM
Integrating Ram & Digital Signal Processing

- In addition a compiler for **RAMDSP**TM technology can be developed and be available in 1998.
- The **RAMDSP**TM compiler will provide means for posting C code developed for other DSPs and Processors to **RAMDSP**TM, and for quickly developing new and custom applications for **RAMDSP**TM.



Stellar Architecture

Additional Important Benefits

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing

- Elimination of complex IOP (I/O Processor)
- Advanced techniques for reconfiguring and sharing DRAM and SRAM memory
- Memory management of DRAM and SRAM results in seamless execution of complex DSP applications
 - delays due to DMA or I/O are overlapped with computation
- Minimization of on-chip silicon for addressing and control of DRAM, while maintaining high-bandwidth communications to RAM



Stellar Architecture

Additional Important Benefits

The developer of RAMDSP™

Integrating Ram & Digital/Signal Processing

- Minimal size of memory structure (cell area), while supporting high-throughput execution
- Requirements for moving data between multiple engines and memory blocks substantially reduced
- Low power designs inherent in **RAMDSP™** architecture
- Reconfiguration capabilities for single and multiple engine applications



Stellar Products

DRAM Product Focus cont...

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

- Specialized Memory Devices
- Currently, additional patent applications are being initiated to create a family of specialized memory devices
- These have substantial improvements in cost and performance using **RAMDSP™** technology
- Stellar will disclose this technology to Micron as soon as applications are filed (approximately 1 month)

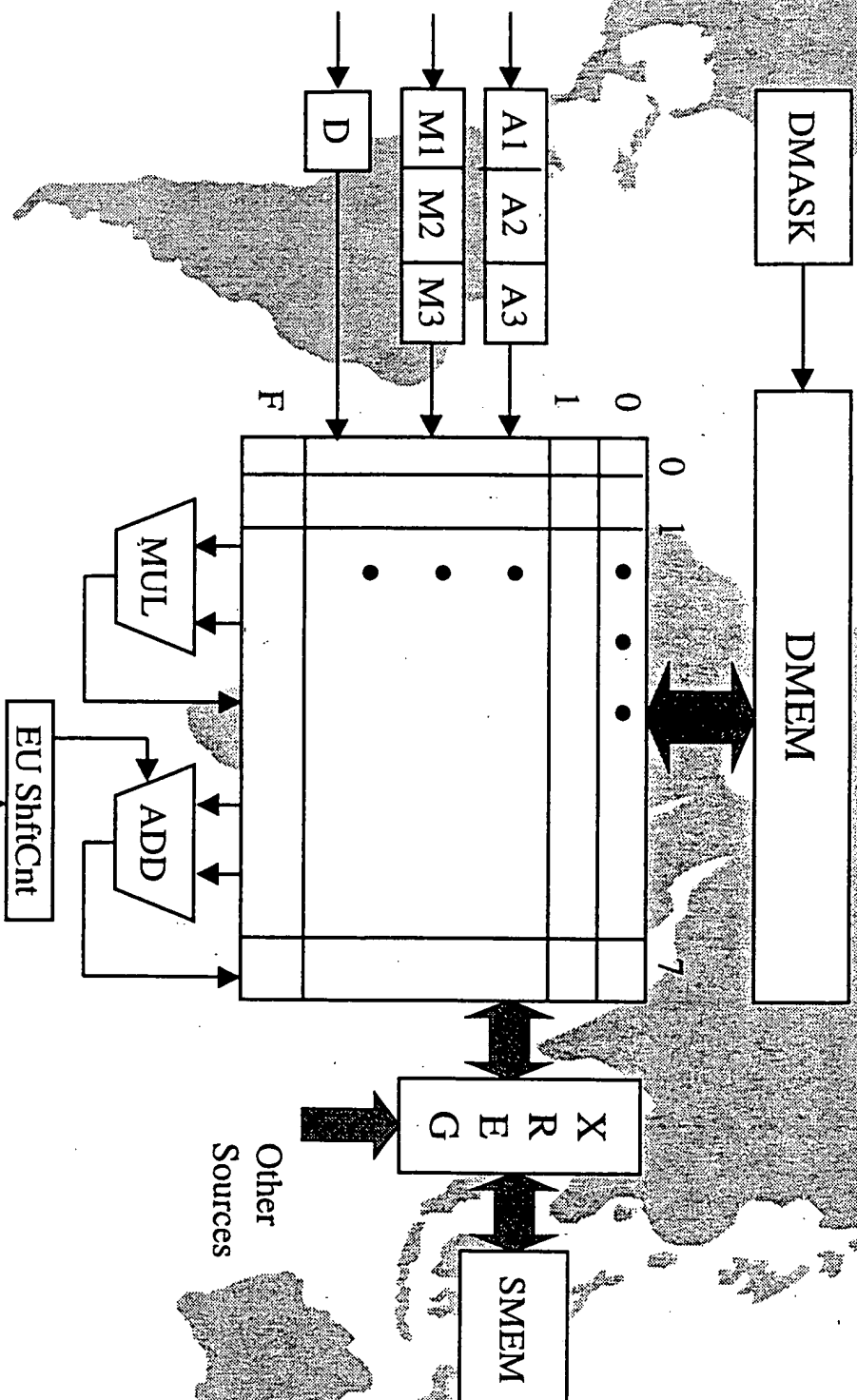


Stellar Architecture

Execution Unit Detail

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing





Stellar Architecture

RAMDSP applied to Video Applications

The developer of RAMDSPTM

Integrating Ram & Digital Signal Processing

- Low power solution to upcoming generation of digital-video consumer products
- Professional Broadcasting
- PCs and Workstations
- DVD-based Video Recorders and Camcorders
- Key enablers to new technologies
 - Design Flexibility
 - Programmability
 - Integrated Memory



Stellar Architecture

RAMDSP Design Flexibility Targets MPEG-2

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

- EU design can be “bulked up” when applied to simple operations such as those used in motion estimation;
- Motion Estimation can require up to 8 Gops of performance or more.
- EU performance scales upward and is only limited by DRAM bandwidth.



Stellar Architecture

RAMDSP Design Flexibility Targets MPEG-2

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

MPEG-2 Encoder Motion Estimation

Baseline Configuration

EU: 64-bit data path

MCCU: ~~256K~~ ^{16K} bits SRAM
control store

ME Configuration

EU: 128,256-bit data path

MCCU: ~~128K~~ ^{16K} bits
~~SRAM~~ control store

NOTE:
DRAM

Stores all
microcode
and
than

class to
boards
1/2 16K
SRAM - to

fill which
other
half
executes 1/2

see

next

page

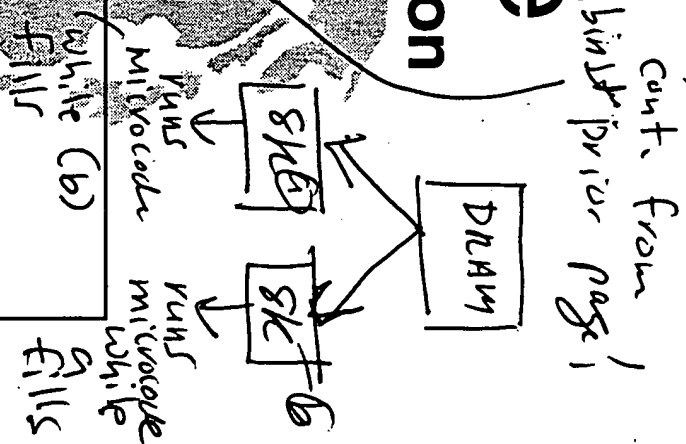
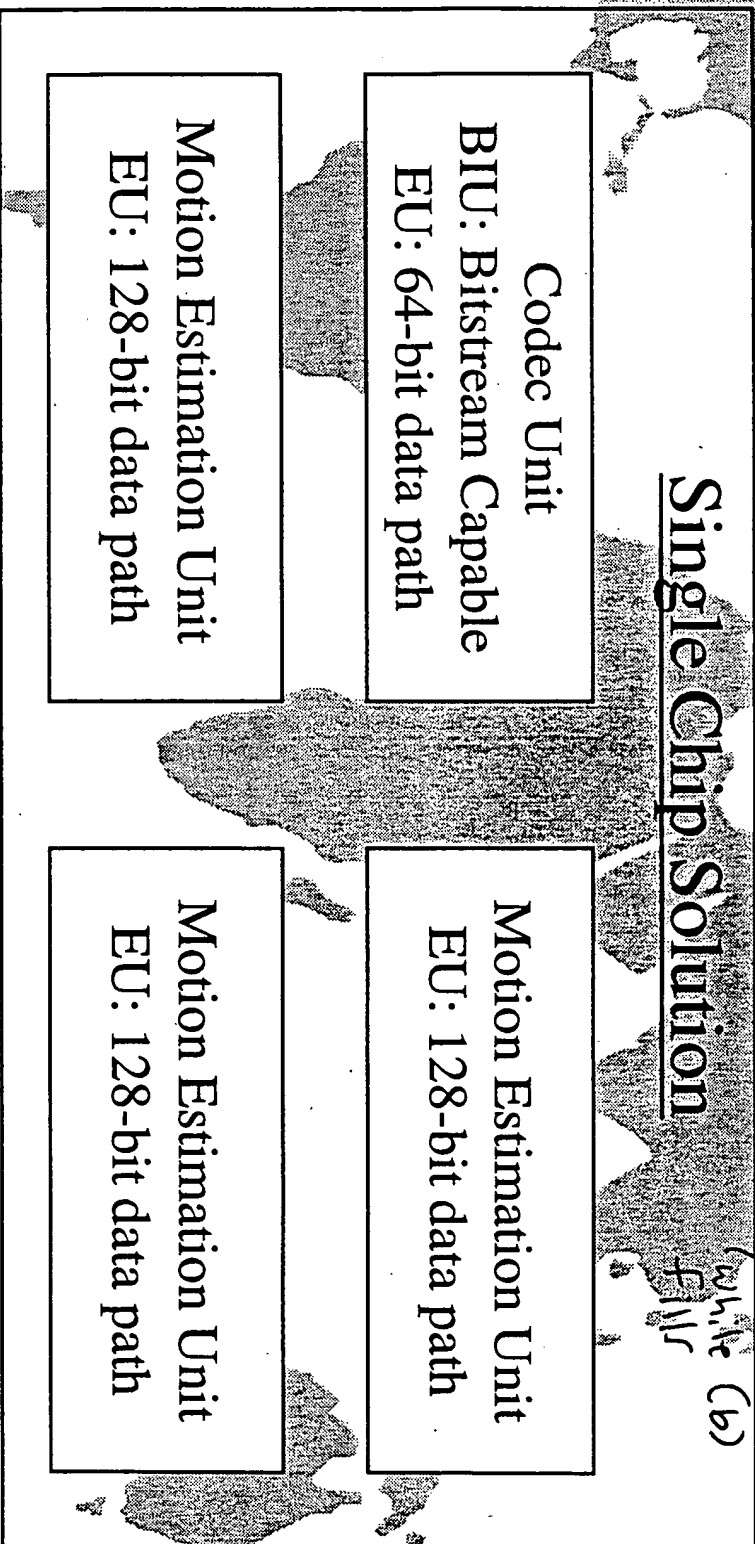


Stellar Architecture

RAMDSP MPEG-2 Encoder Solution

The developer of **RAMDSP™**
Integrating Ram & Digital/Signal Processing

Single Chip Solution



cont. from
Appendix prior page 1



Stellar Architecture

RAMDSP Programmability Targets MPEG-2

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing

MPEG-2 Motion Estimation Algorithms

$$EU: \sum_{m=0}^{15} \sum_{n=0}^{15} |X_{m,n} - R_{m+i,n+j}|$$

$$\sum_{m=0}^7 \sum_{n=0}^{15} |X_{m,n} - R_{m+i,n+j}|$$

$$\sum_{m=0}^{15} \sum_{n=0}^{15} |X_{m,n} - \frac{(R_{m+i,n+j} + R_{m+i,n+j+1})}{2}|$$

$$\sum_{m=0}^{15} \sum_{n=0}^{15} (X_{m,n} - R_{m+i,n+j})^2$$

...

MCCU: Three-step search

Hierarchical search

Full search

...



Stellar Architecture

RAMDSP Programmability Targets MPEG-2

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

x00	x01	x02	x03	x04	x05	x06	x07	...
-----	-----	-----	-----	-----	-----	-----	-----	-----

r00	r01	r02	r03	r04	r05	r06	r07	...
-----	-----	-----	-----	-----	-----	-----	-----	-----

t00	t01	t02	t03	t04	t05	t06	t07	...
-----	-----	-----	-----	-----	-----	-----	-----	-----

a00	a02	a04	a06	...
-----	-----	-----	-----	-----

t00	t01	t02	t03	t04	t05	t06	t07	...
-----	-----	-----	-----	-----	-----	-----	-----	-----

a01	a03	a05	a07	...
-----	-----	-----	-----	-----

$$t_{ij} = \text{abs}(x_{ij} - r_{ij})$$

(8) 8-bit ops

$$a_{ij} = a_{ij} + t_{ij}$$

(4) 16-bit ops

$$a_{ij} = a_{ij} + t_{ij}$$

(4) 16-bit ops



Stellar Architecture

RAMDSP Integrated Memory Targets MPEG-2

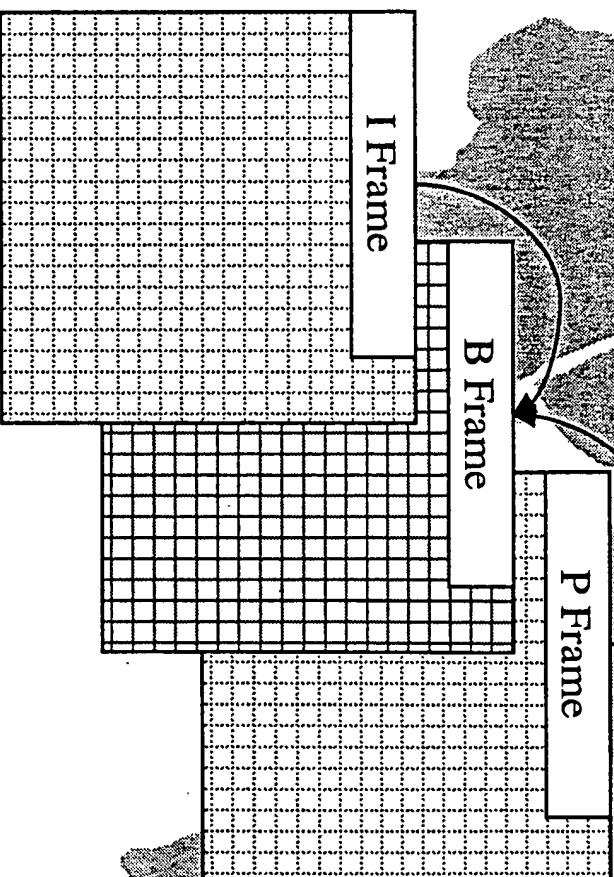
The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing

Motion Estimation Buffer Requirements

RAMDSP™

features multiple Mbytes of memory resident near the execution unit, which allows quick access to predictor frames.





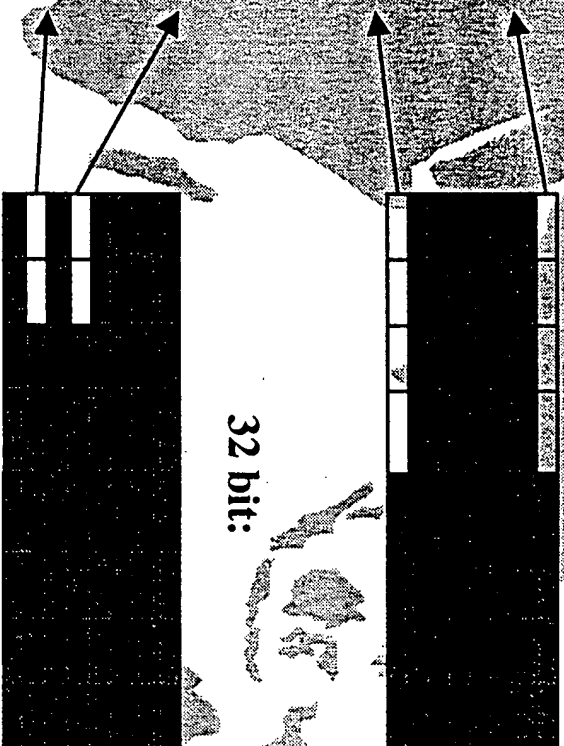
Stellar Architecture

RAMDSP Performance on 8x8 DCT

The developer of RAMDSP™
Integrating Ram & Digital/Signal Processing

Depending on the data type, EU can operate on 4 or 2 columns at a time, per 64-bit data path

x00	x01	x02	x03
+/-			
x70	x71	x72	x73
+/-			
y40		y41	
y60		y61	





Stellar Architecture

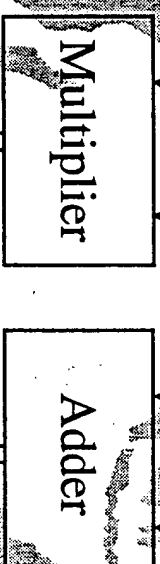
RAMDSP Performance on 8x8 DCT

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

Fast transpose operation keeps SIMD style column operations running at near-peak performance

x00	x01	x02	x03
x10	x11	x12	x13
x20	x21	x22	x23
x30	x31	x32	x33

x00	x10	x20	x30
x01	x11	x21	x31
x02	x12	x22	x32
x03	x13	x23	x33





Stellar Architecture

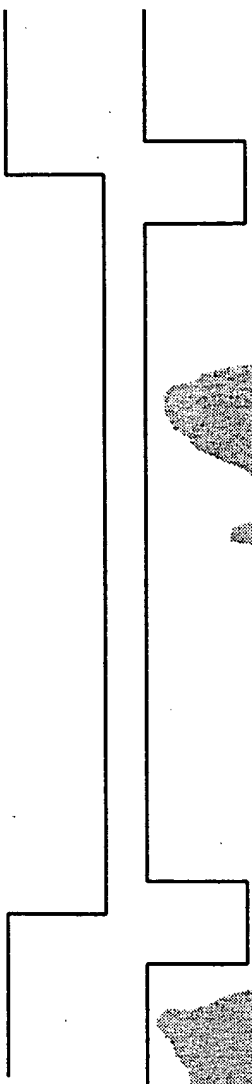
RAMDSP Performance on 8x8 DCT

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

- A single 8x8 DCT operation takes approximately 200 clock cycles on a 64-bit EU datapath.
- Assuming an 8:1 ratio between EU cycle times and DRAM cycle times, and a 512-bit wide data bus:
 - DRAM cycles to load data from memory: 2
 - DRAM cycles to compute the 8x8 DCT: 25
 - DRAM cycles to store data to memory: 2

MCCU:

EU:





Stellar Architecture

RAMDSP Bus Interface Unit for MPEG-2

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

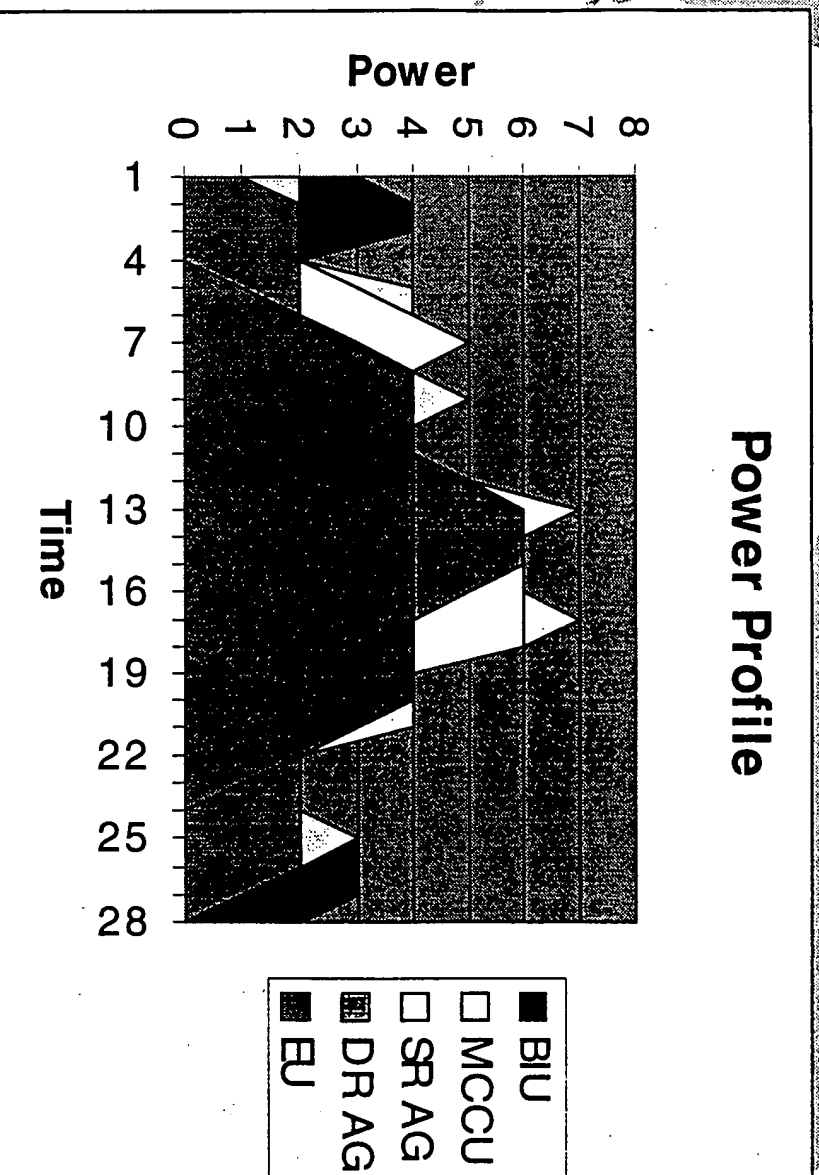
- Bus Interface Unit from baseline configuration is enhanced to facilitate bitstream coding and decoding.
- Fast SRAM added for quick coefficient lookup, and access to quantizer matrices.
- Additional shift operations, leading one operations.
- Caching of data to aid in zigzag ordering before storing to DRAM, or writing to bus.



Stellar Architecture

Power Profile

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing





Stellar Architecture

RAMDSP vs. Other MPEG-2 Encoder Solutions

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

	CHROMATIC MPACT 2	C-CUBE DVX	TRIMEDIA TM-1000	RAMDSP 3+1
Architecture	VLIW ME CoProc	DSPCore RISC Core ME CoProc	VLIW Decode Core	SIMD - Vector
Transistors	3.0 M	5.5 M	5.5 M	2.0 M
Peak Performance	6 Bops	1 Bop + ME	3.8 Bops	11 Bops
Memory Configuration	4 - 8 MB RAMBUS	8 MB SDRAM	SDRAM	8 MB emmedd
Notes	Toshiba may embed 4MB DRAM		MPEG-2 decode only	



Stellar Architecture

RAMDSP Device Count Estimation

for MPEG Application

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing

<u>Execution Unit plus Data Path</u>	
Register File	160k
Data Path	~ 50k
<u>MicroCode Store</u>	
16k SRAM -	96k Transistors
<u>Address Generators and Controllers</u>	
SE AG	~ 5k
DMA AG	~ 6.5k
DMEM AG	~ 6.5k
LMEM AG	~ 4.0k

NOTE - THAT A
THREE LEVEL
PIPE LINE IN THE
EXECUTION DATA PATH
WOULD IMPROVE
PERFORMANCE SO
THAT ONE AG
ENVIRO COULD
BE ELIMINATED
thus a reduction of
500,000 TRANSISTORS
14p.



Stellar Architecture

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing
Motion Estimation Unit

- Execution Unit Plus Data Path -	260k
- MicroCode Store -	96k
- AG's -	22k
- LSRAM -	6k
- BIU 16k bits of RAM	96k
	40k
	136k



Stellar Architecture

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

BUS Interface Unit for MPEG

- 16k bits storage
- RISC like core

MPEG Config Total Transistor Count

192,000 (RAM)
40,000 (Regular)

- General Purpose RAMDSP engine
- Three motion estimation engines
- On special purpose BIU
- GP RAMDSP Engine
 - Execution Unit and Data Path
 - MicroCode Store
 - AG AWD controllers
 - LSRAM - (32k bits)

210k (regular)
96k (RAM)
22k (regular)
192k (RAM)

520 k



Stellar Architecture

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

Total MPEG Device Count

• Implementation for MPEG Encode/Decode

- GP RAMDSP
- THREE ME Engines
- BIU

FULL CHIP

1,808k + 64Mbit DRAM
(includes 116k bits SRAM)

SEQ and AG Instructions

UNIT		op code	operand 1	operand 2
	nop	00000000		
SEQ	halt	00000001		
SEQ	return	00000010		
SEQ	jmp	00010000	4 bits	
SEQ	call	00010001	4 bits	
	putx	00010010	4 bits	
	getx	00010011	4 bits	
	putxhi	00010100	4 bits	
	getxhi	00010101	4 bits	
SEQ	getstat	00010110	4 bits	
SEQ	setshift	00010111	4 bits	
SEQ	setcfg	00011000	4 bits	
SEQ	setloop	00011001	4 bits	
SEQ	setcond	00011010	4 bits	
	inc	0010000x	4 bits	
	dec	0010001x	4 bits	
	add	0011000x	4 bits	4 bits
	sub	0011001x	4 bits	4 bits
	neg	0011010x	4 bits	4 bits
	mov	0011011x	4 bits	4 bits
	and	0011100x	4 bits	4 bits
	or	0011101x	4 bits	4 bits
	xor	0011110x	4 bits	4 bits
	not	0011111x	4 bits	4 bits
	shift	010000	6 bits	4 bits
SEQ	brcond	0110	12 bits	
SEQ	loop	0111	12 bits	
AG	setavac	0110	12 bits	
AG	setmvec	0111	12 bits	
	ldi	10	10 bits	4 bits
	ldiu	11	10 bits	4 bits

Note: If x = 1, then set the DRAM address register with the ALU output.

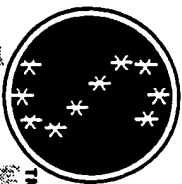
EU Adder instructions

anop	u/s	h/l	8/16	s	d	0000000	uhz	3 bits	3 bits
pacc	u/s	sat/non	8/16/32	s2	d	0001111	3 bits	3 bits	3 bits
padd	u/s	sat/non	8/16/32	s2	d	001uszz	3 bits	3 bits	3 bits
psub	u/s	sat/non	8/16/32	s2	d	010uszz	3 bits	3 bits	3 bits
pabdif	u/s	sat/non	8/16/32	s2	d	011uszz	3 bits	3 bits	3 bits
pars	u/s	sat/non	8/16/32	s2	d	100uszz	3 bits	3 bits	3 bits
pcomp	u/s	sat/non	8/16/32	s2	d	101uszz	3 bits	3 bits	3 bits
psht	u/s	sat/non	8/16/32/64	s2	d	110uszz	3 bits	3 bits	3 bits
pldzero			8/16/32/64	s	d	11100zz	3 bits	3 bits	3 bits
pldone			8/16/32/64	s	d	11101zz	3 bits	3 bits	3 bits
cshft				s1	d	11111000	3 bits	3 bits	3 bits
dshft				s1	d	11111001	3 bits	3 bits	3 bits
and				s1	d	11111010	3 bits	3 bits	3 bits
or				s1	d	11111011	3 bits	3 bits	3 bits
xor				s2	d	11111100	3 bits	3 bits	3 bits
not				s	d	11111101	3 bits	3 bits	3 bits

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EU Multiplier instructions

mnop	u/s	h/l	16/32,sat	s	d	0000000	uhz	3 bits	3 bits
ppack	u/s	h/l	8/16	s	d	000100s	uhz	3 bits	3 bits
punpk	u/s	h/l	8/16	s	d	0001010	uhz	3 bits	3 bits
pacc2	u/s	h/l	8/16	s	d	0001111	uhz	3 bits	3 bits
padd2	u/s	sat/non	8/16/32	s2	d	001uszz	3 bits	3 bits	3 bits
psub2	u/s	sat/non	8/16/32	s2	d	010uszz	3 bits	3 bits	3 bits
pabdif2	u/s	sat/non	8/16/32	s2	d	011uszz	3 bits	3 bits	3 bits
pars2	u/s	sat/non	8/16/32	s2	d	100uszz	3 bits	3 bits	3 bits
pmul	u/s	hh/ll/h/llh	8/16	s2	d	101uhhz	3 bits	3 bits	3 bits
pmin	u/s		8/16/32/64	s2	d	1100uzz	3 bits	3 bits	3 bits
pmax	u/s		8/16/32/64	s2	d	1101uzz	3 bits	3 bits	3 bits
cnrmrg	u/s		8/16/32	s2	d	11100zz	3 bits	3 bits	3 bits
cnrmov	u/s		8/16/32	s	d	11101zz	3 bits	3 bits	3 bits



Stellar Architecture

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

RAMDSP FIFO Technology

- Input/Output data words can run synchronous or asynchronous at 200 MHz.
- Discontinuous streams on input or outputs are directly dealt with by refresh mechanisms.
- Refresh mechanisms are hidden from the FIFO interface and managed internally.
- Virtually all of the virtual FIFO storage is implemented in the DRAM with minimal logic overhead associated with the input and output stream.
- All FIFO wrap around conditions are allocated and special conditions flags can be allocated as required.



Stellar Architecture

The developer of **RAMDSP™**
Integrating Ram & Digital Signal Processing

RAMDSP FIFO Technology

- Deep FIFO applications in the communications market stack multiple FIFO standard products from companies such as IDT and Cypress. Stellar can solve this problem with a single chip solution.
- Stellar is interested in developing a Silicon Compiler to develop both standard and customized applications for Micron's customers.
- Stellar is interested in \$1.0 M to develop a compiler and porting Micron's design rules to the compiler.
- Payment is based upon pre-paid one time license fee and pre-paid royalties.



Stellar Architecture

The developer of **RAMDSP**TM
Integrating Ram & Digital/Signal Processing
RAMDSP Application to ATM Products

- ATM Technologies being developed at Stellar utilize techniques substantially more advanced than input Queing or shared memory configurations.
- Stellar's focus in ATM is to provide high performance low cost switches based upon its FIFO oriented technology resulting in performance achieved by fine grained output queing technologies and/or buffered fabric designs.
- Stellar clearly believes that it is always better to have as large a memory as possible (particularly if it is designed for best throughput) if this results in better link utilization.



Stellar Architecture

The developer of **RAMDSP™**

Integrating Ram & Digital Signal Processing

RAMDSP Application to ATM Products

- Stellar switching technology will also address multicasting requirements for Internet and ATM network.
- In addition tight coupling between Stellar's switch technology and RAMSDP technology will support the emergence of non-blocking switching backbone coupled with tight coupling to the signal process environment, e.g. - coupling to Stellar MPEG technologies, and other RAMDSP Signal Processing.

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